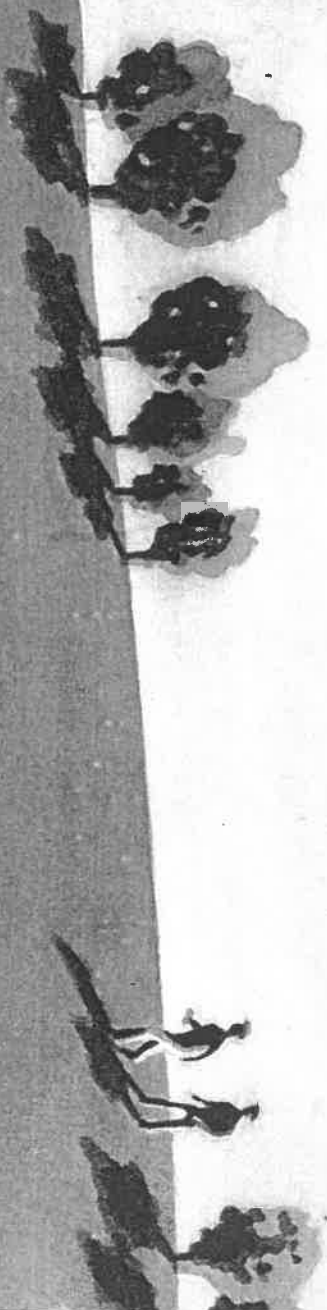
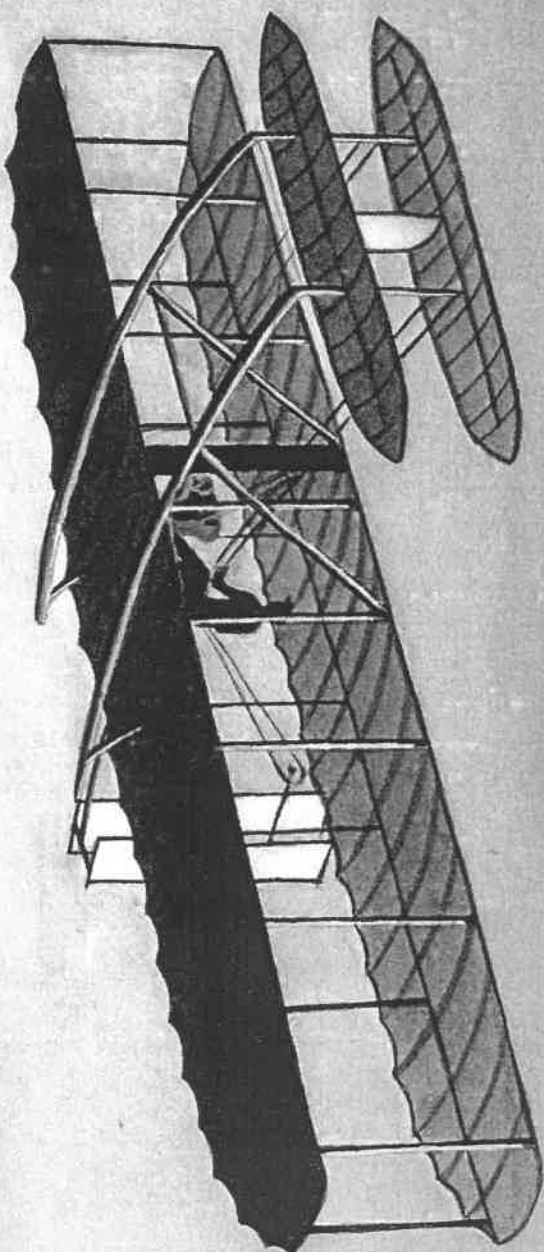
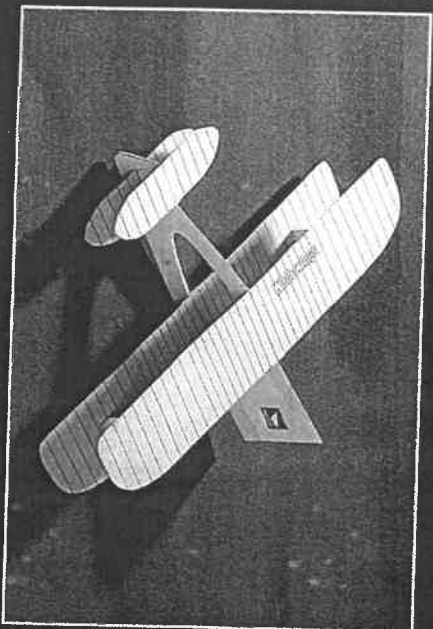


Eddie Bauer HISTORY OF FLIGHT

by **WhiteWings**

Designed by Dr. Y. Nishimura

15 EXCELLENT
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513 Meadowlark 1982



305 Wilbur 1984



702 Rickenbacker 1984



512 Finch 1985



522 Richard 1986



304 Thrasher 1987



Panorama 1990

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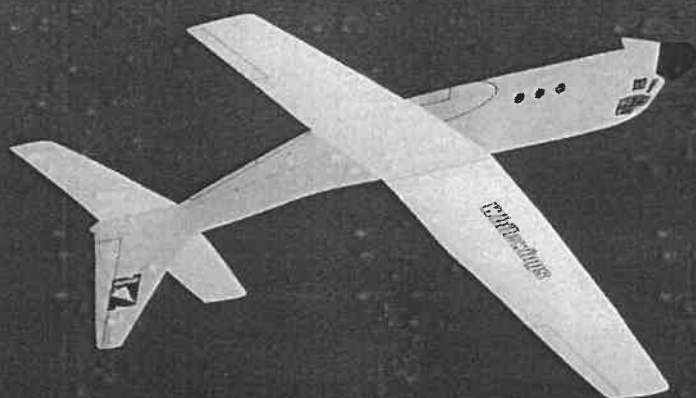
ASSEMBLY INSTRUCTIONS

FLIGHT INSTRUCTIONS

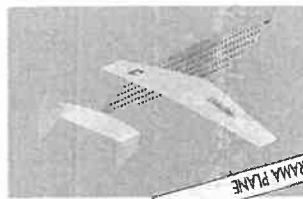
GUIDELINE FOR WHITEWINGS COMPETITION

INTRODUCTION TO PAPER PLANE DESIGN

HOW TO BUILD "WHITEWINGS"



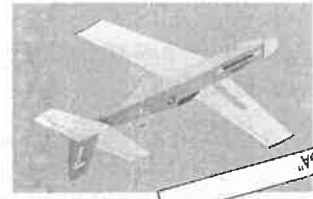
Edie Bauer



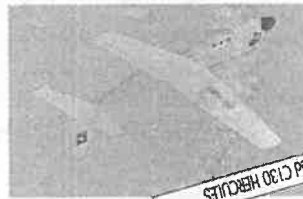
PANORAMA PLANE
P. 59



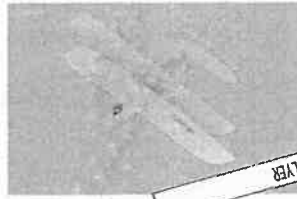
McDonnell Douglas PHANTOM II
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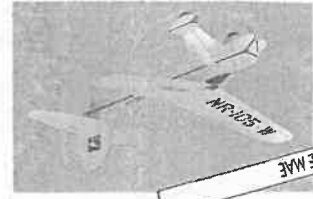
STREGA
P. 57



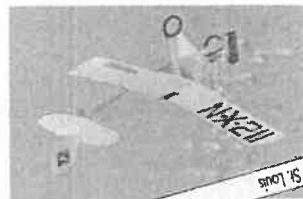
Lockheed C-130 HERCULES
P. 56



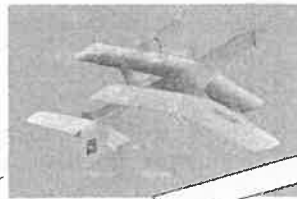
WRIGHT FLYER
P. 54



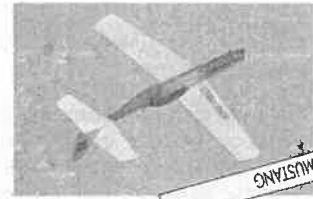
WAVERTY MAE
P. 52



Spirit of St. Louis
P. 50



Biplane
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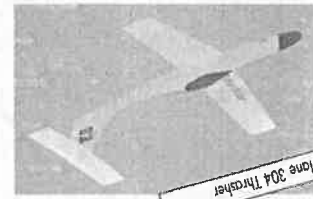
P-51D MUSTANG
P. 47



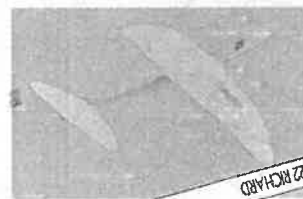
Trainer 702 RICKENBACKER
P. 46



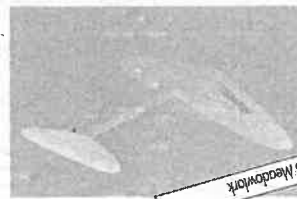
Light Plane 305 WARBUR
P. 42



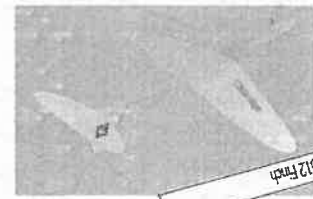
Light Plane 304 THRASHER
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Racer 522 RICHARD
P. 38



Racer 513 MEADOWLARK
P. 37



Racer 512 FINCH
P. 36

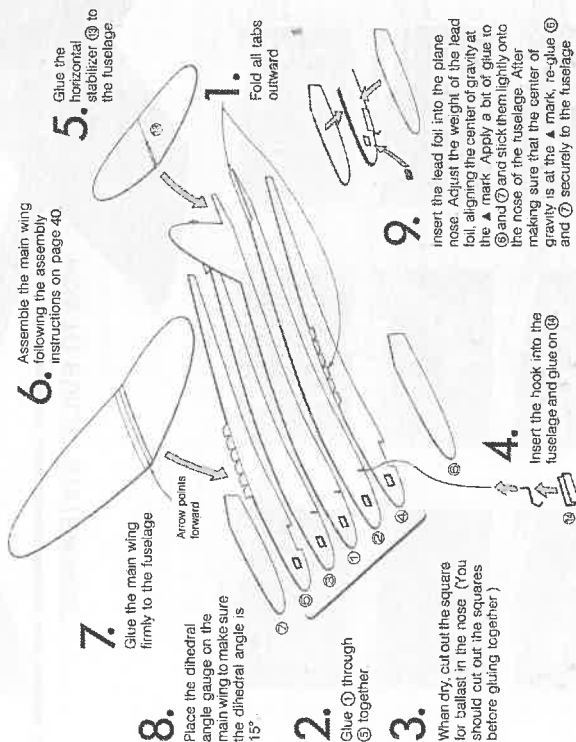
HOW TO BUILD "WHITEWINGS"



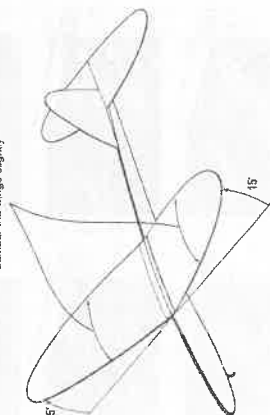
WhiteWings

Racer 512 Finch

GLUING INSTRUCTIONS Glue the parts together in the order indicated.



Camber the wings slightly



FINISHING TOUCHES

- Give finishing touches to the plane after it dries thoroughly
- 10. Camber the main wings carefully with your fingers
- 11. View the plane from both the front and the back and straighten any warps or bends in the fuselage and wings.

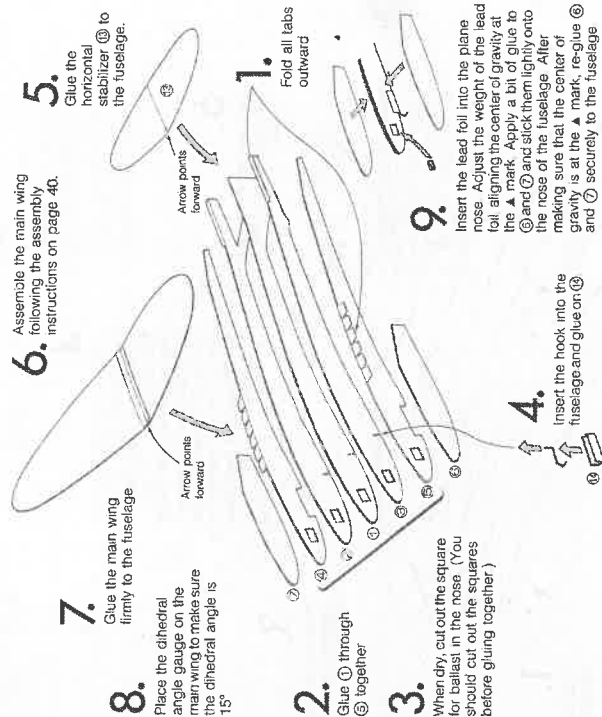
TEST FLIGHT

- Test fly the plane according to Test Flight instructions on pages 11 to 13.

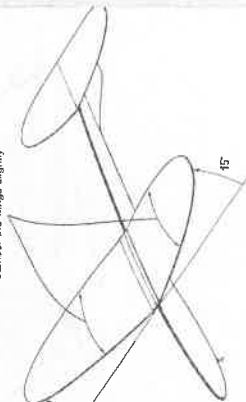
WhiteWings

Racer 513 Meadowlark

GLUING INSTRUCTIONS Glue the parts together in the order indicated.



Camber the wings slightly



FINISHING TOUCHES

- Give finishing touches to the plane after it dries thoroughly
- 10. Camber the main wings carefully with your fingers
- 11. View the plane from both the front and the back and straighten any warps or bends in the fuselage and wings.

TEST FLIGHT

- Test fly the plane according to Test Flight instructions on pages 11 to 13.

White Wings

Racer 522 RICHARD

GLUING INSTRUCTIONS

Glue the parts together in the order indicated

Richard (in 1920-1945) Through his career was awarded Richard soon established himself as a squadron leader and an ace flyer during World War I. He was awarded the Medal of Honor for his efforts during the war and is remembered for his gallery

5. Glue the middle part of the main wing firmly to the fuselage

4. Assemble the middle part of the wing with (a) (b) (c) and (d) following the assembly instructions 0 1 - 7 on Page 40, starting with step D. The dihedral angle, however, must be 5°. Be careful as the part numbers for the main wing are different from those listed on page 40.

3. Glue the horizontal stabilizer (e) to the fuselage.

1. Fold all tabs outward

2. Glue (f) through (h) together

6. Place the dihedral angle gauge on the main wing to make sure the dihedral angle is 5°.

7. Camber both wing tips (a) and (b). Fold tabs on both ends of the main wing to form a 30° dihedral angle using the gauge and then camber them as well.

8. Apply glue to the top surface of the folded tabs of the main wing. Attach wing tips (c) and (d) respectively. Once again, check that the dihedral angle at the tip of the wing is 30°, using the gauge.

FINISHING TOUCHES

- Give the finishing touches to the plane after it dries thoroughly.
- 9. Camber the main wings carefully with your fingers.
- 10. Using the dihedral angle gauge insure the dihedral angle for the main wing is 5° and for the wing tips 30°.
- 11. View the plane from both the front and the back and straighten any warps or bends in the fuselage and the wings.

TEST FLIGHT

- Test fly the plane according to the Test Flight instructions on pages 11 to 13.

Whitewings

ASSEMBLY INSTRUCTIONS FOR THE MOST WINGS

The racer type planes in this kit have a high performance main wing featuring a uniform camber along the length of the wing. Because the shape of the central part of the wing resembles a so-called saddle shaped surface in math, I call this type of wing a MOST (Modified Saddle Type) wing. It is constructed as follows.

CAUTION 1

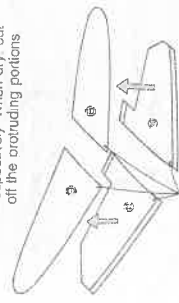
The parts numbers used below are for the Racer 512 and 513. As the part numbers and dihedral angle may change according to the model, be careful when you use these instructions for other models.

CAUTION 2

When constructing the Racer 522, start with step 0.

■ Glue the parts together in the order indicated.

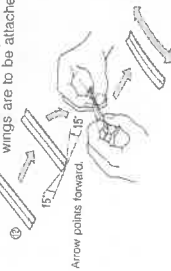
1. Glue parts ③ and ④ to the undersides of parts ① and ② respectively. When dry, cut off the protruding portions.



Dots toward the front

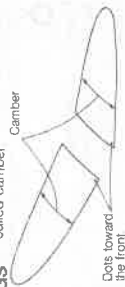
2.

Using a ruler along the center line, fold part ③ from the center line to make a 15° angle on both sides. Then curve it carefully with your fingers to fit the curved edge of the fuselage top where the main wings are to be attached.



Arrow points forward.

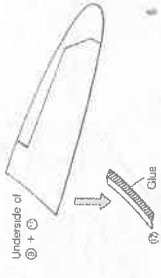
3. Curve the main wings, ③ + ④ and ③ + ④ respectively, in the manner shown in the figure on page 9. This curve is called camber.



Camber

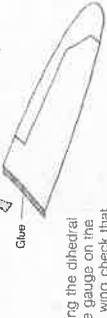
Dots toward the front

4. Apply glue on half of the underside of ③ and glue onto ③ + ④. (The arrow should point toward the dot.)



5.

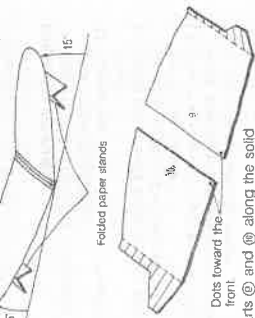
In the same manner as in 4 attach ③ + ④ to the other side of ③.



Glue

6. Placing the dihedral angle gauge on the main wing check that the dihedral angle is 15°.

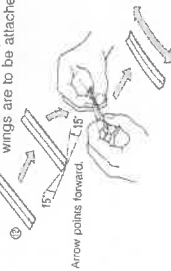
7. Putting folded stands under the main wing will be conducive to fast and thorough drying.



Folded paper stands

0.

Cut parts ③ and ④ along the solid lines up to the dashed lines. Then placing a ruler along the dashed line, bend the resulting strips slightly upward.



Arrow points forward.

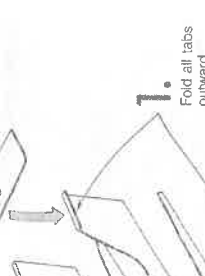
Whitewings

Light Plane 304 Thrasher

GLUING INSTRUCTIONS

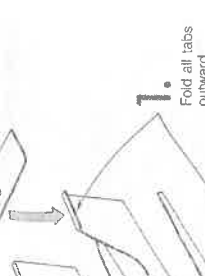
Glue the parts together in the order indicated.

4. Glue the horizontal stabilizer ⑩ to the top of the vertical stabilizer.



1.

Fold all tabs outward.



*NOTE:

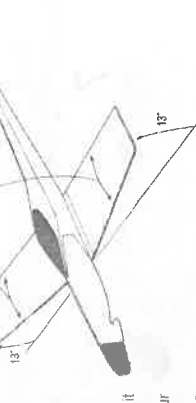
You can find the center line of the bottom side of the main wing by folding it slightly. Alternatively, you can do this more precisely by making a pinhole at the either end of the center line on the top side of the main wing and then using the pinholes to draw the center line on the bottom side.

5. Placing a ruler along the center line of the main wing, make an approximately 13° dihedral angle and glue it firmly to the fuselage.*



Camber the wings slightly.

Arrows point forward.



FINISHING TOUCHES

- Give finishing touches to the plane after it dries thoroughly.
- 6. Camber the main wings slightly with your fingers.
- 7. Using the dihedral angle gauge make sure the dihedral angle is 13°.
- 8. View the plane from both the front and the back and straighten any warps or bends in the fuselage and wings.

TEST FLIGHT

- Test fly the plane according to Test Flight instructions on pages 11 to 13.

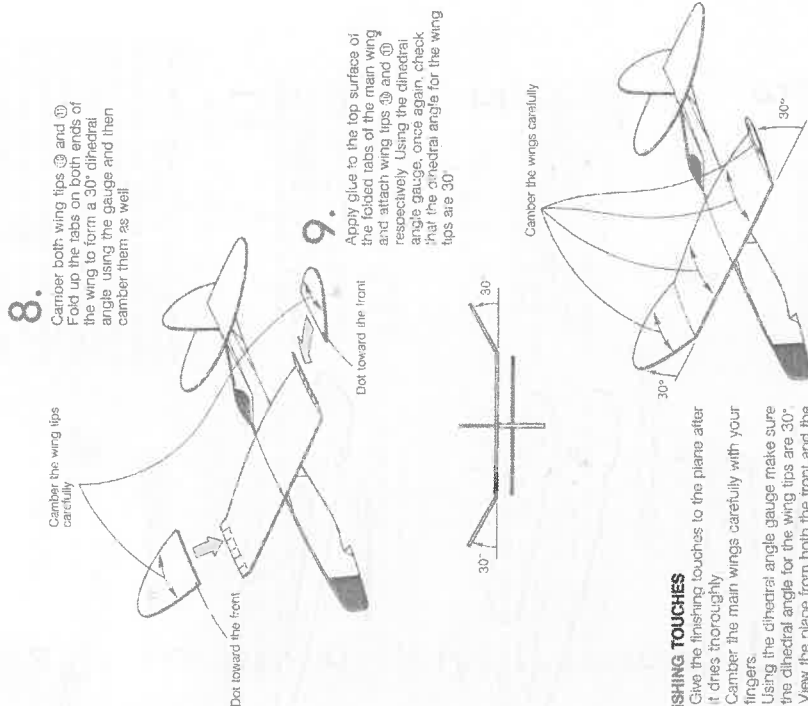
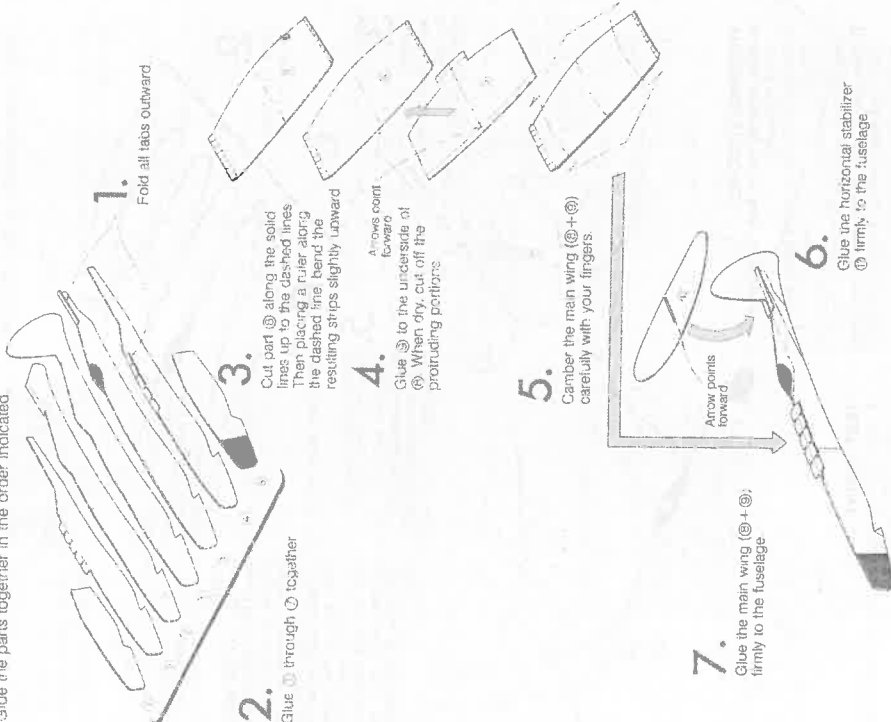
WhiteWings

Light Plane 305 WILBUR

Wilbur Wright (1867-1912)
The pioneer of American aviation experimented with kites and gliders before engineering the first successful flight of a motor-powered airplane. He was posthumously elected, as was brother Orville, to the American Hall of Fame.

GLUING INSTRUCTIONS

Glue the parts together in the order indicated.



FINISHING TOUCHES

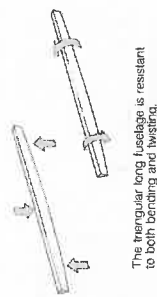
- Give the finishing touches to the plane after it dries thoroughly.
- 10. Camber the main wings carefully with your fingers.
- 11. Using the dihedral angle gauge make sure the dihedral angle for the wing tips are 30°.
- 12. View the plane from both the front and the back and straighten any warps or bends in the fuselage and wings.

TEST FLIGHT

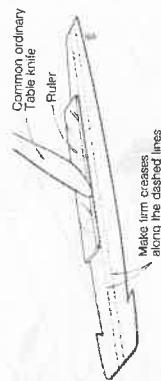
- Test fly the plane according to the Test Flight instructions on pages 11 to 13.

ASSEMBLY INSTRUCTIONS FOR THE TRIANGULAR LONG FUSELAGE

A truly high performance paper plane is light, sturdy, and has little air resistance or drag. This is especially true of larger paper airplanes. That is why I have spent some time researching and designing a fuselage that accommodates the body construction of a larger paper airplane. The result of these efforts was the invention of the triangular long fuselage which is resistant to bending and twisting. Its aerodynamic performance makes it worthy of the Whitewings' name.



The triangular long fuselage is resistant to both bending and twisting.



Make firm creases along the dashed lines.

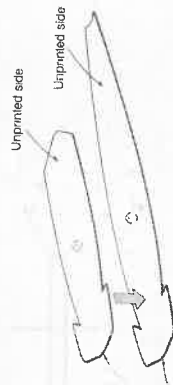
1.

Make firm creases along the dashed lines of fuselage pieces (1) & (2) using a common ordinary table knife (blunt knife) and a ruler as a guide. Avoid cutting through the dashed lines.

2.

Spread glue evenly over the entire surface of printed side of (2). Apply (1) to the unprinted side of (2). Make very sure that the edges of (1) and (2) that form the plane nose are placed together evenly or flush, as shown in the diagram.

Make very sure that the edges of (1) and (2) are placed together evenly.



3.

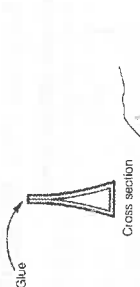
Before the glue dries, fold (1) and (2) along the creased dashed lines having (2) face inward. Then spread glue along the inner edges as shown.

Spread glue along the inner edges.

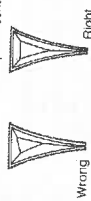


4.

Glue the inner edges together to complete the formation of the cross section as shown.

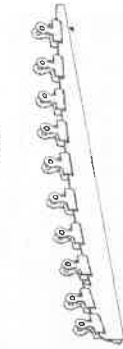


Inner sides also draw no warps or bends.



5.

View the fuselage closely from both the front and back and carefully straighten any warps or bends before the glue dries. Lock inside of the fuselage to make sure the inner sides also draw no warps or bends.



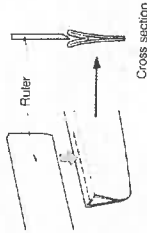
6.

Let the fuselage dry completely by attaching clips or clothespins on the glued edges as shown. It takes at least 2 hours to dry.



7.

Make a groove along the thick dashed line at the plane nose by carefully pressing down upon it with a ruler. The groove must be deeper at the tip of the plane nose than at any other part. The remaining area of the top of the fuselage, except for the thick dashed line, should remain flat.



8.

Put glue into the groove at the tip of the plane nose and both inner sides of the plane nose and glue together. Let it dry thoroughly (at least 2 hours) using a clip to keep the tip of the nose in place.



9.

Completed Figure



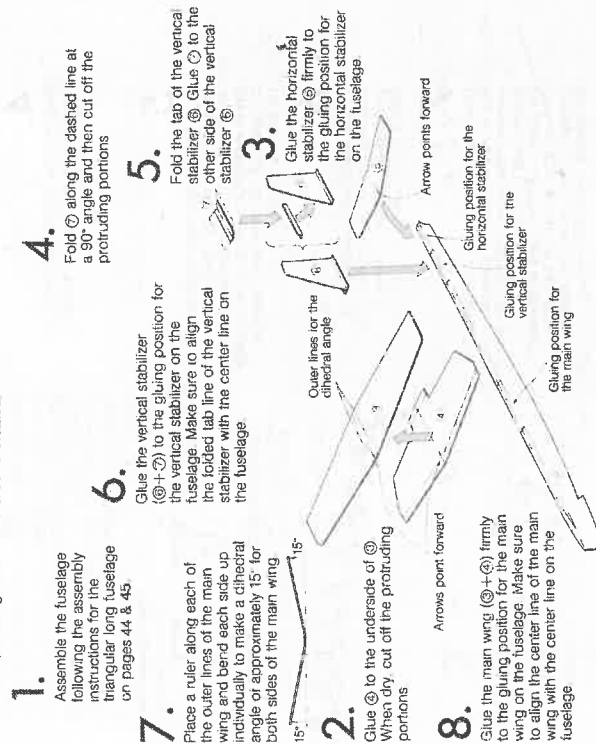
WhiteWings

Trilinear 702 RICKENBACKER

Edward Vernon Rickenbacker (1890-1973). Known as "Eddie," the American nation's interest with machines began with automobile racing. He went on to command the 94th Aero Pursuit Squadron and was awarded the Congressional Medal of Honor for his combat heroes.

GLUING INSTRUCTIONS

Glue the parts together in the order indicated.



FINISHING TOUCHES

- Give the finishing touches to the plane after it dries thoroughly.
9. Camber the main wings carefully with your fingers.
10. Using the dihedral angle gauge make sure the dihedral angle for the main wing is 15°.
11. View the plane from both the front and the back and straighten any warps or bends in the fuselage and wings.

TEST FLIGHT

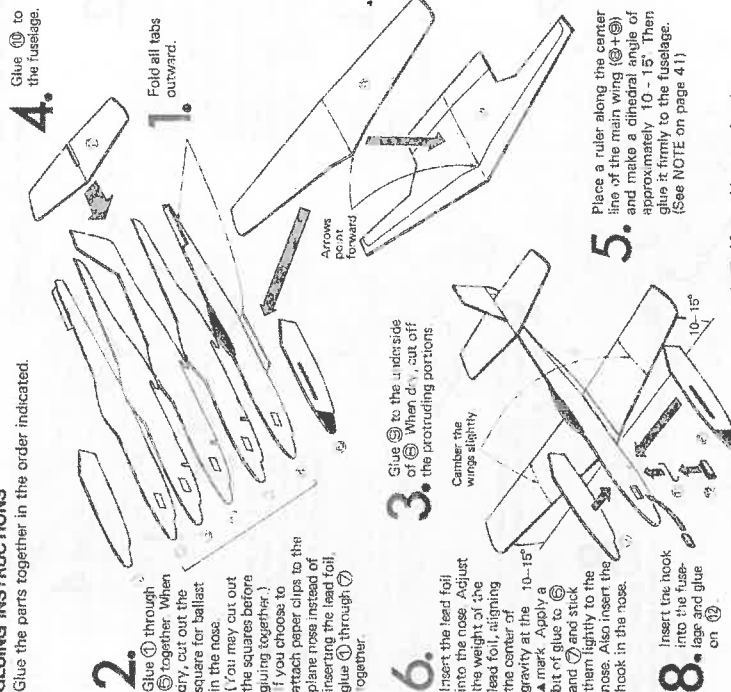
- Test fly the plane according to the Test Flight instructions on pages 11 to 13.

WhiteWings

P-51D MUSTANG

GLUING INSTRUCTIONS

Glue the parts together in the order indicated.



FINISHING TOUCHES

- Give finishing touches to the plane after it dries thoroughly.
9. Camber the main wings carefully with your fingers.
10. View the plane from the front and straighten any warps or bends in the fuselage and wings.

TEST FLIGHT

- Test fly the plane according to Test Flight instructions on pages 11 to 13.

WhiteWings Bi-plane

GLUING INSTRUCTIONS

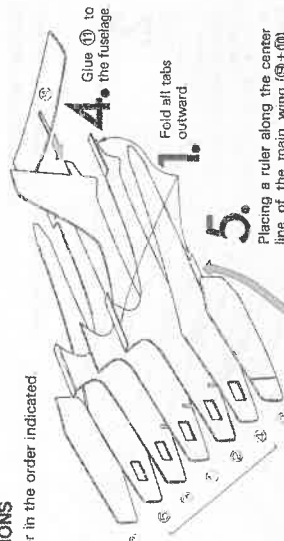
Glue the parts together in the order indicated

2.

Glue ① through ⑤ together. When dry, cut out the square for ballast in the nose. (You may cut out the squares before gluing together) if you choose to attach paper clips to the plane nose instead of inserting the lead foil, glue ① through ⑦ together.

3.

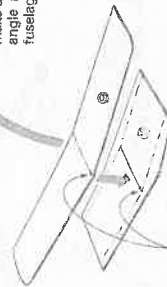
Glue ⑩ to the underside of ⑨. When dry, cut off the protruding portions.



1. Fold aft tabs outward

5.

Placing a ruler along the center line of the main wing (⑨ + ⑩), make an approximately 5° dihedral angle and glue it firmly to the fuselage (See NOTE on page 41.)

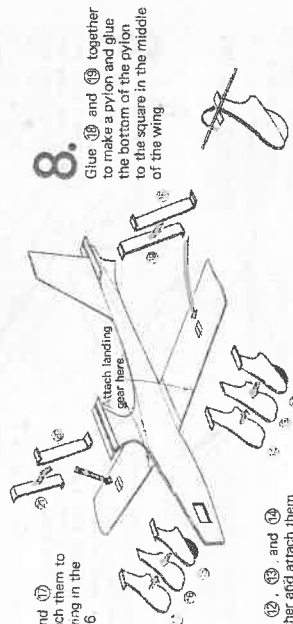


Arrows point forward

9. Glue ② and ③ together and attach them to the wing in the same way as No. 8.

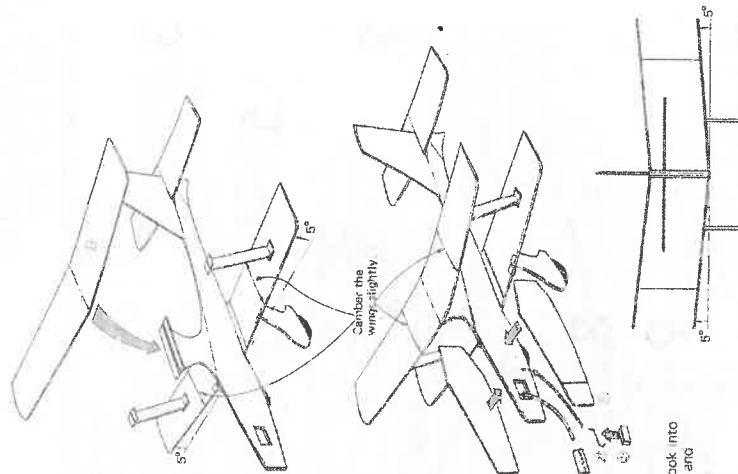
7.

Glue ⑬, ⑭, and ⑮ together and attach them to the lower main wing in the same way as No. 6.



6. Glue ⑫, ⑬, and ⑭ together and attach them to the underside of the lower main wing, using the line on the wing as a guide.

Fold the protruding front part of the tab over the top of the wing and glue on.



10. Place a ruler along the center line of the upper wing, and make a 5° dihedral angle of approximately 5° (Do not glue the lower part of the pylons to the wing yet.) View the wings from the top, bottom, back and front and make sure they are parallel.

11.

When dry, glue the top part of the pylons to the underside of ⑩.

12.

Insert the lead foil into the plane nose. Adjust the weight of lead foil, aligning the center of gravity at the A mark. Apply a bit of glue to ⑥ and ⑦ and stick them tightly to the nose of the fuselage. Also insert the hook in the nose.

13.

After making sure that the center of gravity is at the A mark, re-apply ⑥ and ⑦ securely to the fuselage.

14. Insert the hook into the fuselage and glue on ②.

FINISHING TOUCHES

- Give finishing touches to the plane after it dries thoroughly
- 15. Camber the main wings carefully with your fingers
- 16. View the plane from the front and straighten any warps or bends in the fuselage and wings.

TEST FLIGHT

- Test fly the plane according to Test Flight instructions on pages 11 to 13

WhiteWings

Spirit of St. Louis

GLUING INSTRUCTIONS

Glue the parts together in the order indicated.

3. Glue ⑤ to the underside of the main wing ③. When dry, cut off the protruding portions.

5. Glue ⑥ + ⑦ to the fuselage.

2.

Glue ① through ④ together. When dry, cut out the square for ballast in the nose (You may cut out the square before gluing together.) If you choose to attach paper clips to the plane nose instead of inserting the lead foil, glue ① through ④ together.

4. Glue ⑩ to the fuselage.

1. Fold all tabs outward

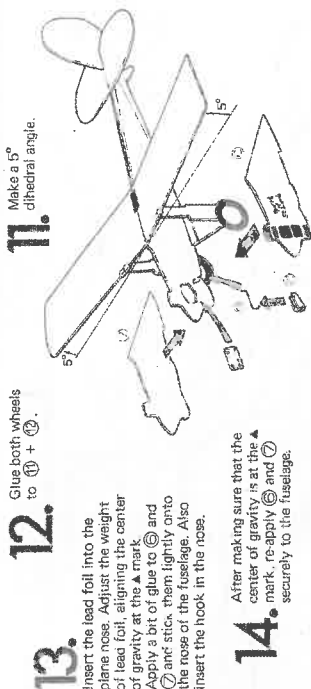
8. Glue ⑬ + ⑭ + ⑮ to the main wing using the line on the wing as a guide.

9. Glue ⑯ + ⑰ + ⑱ to the main wing in the same way as No. 8. Attach landing gear here.

7. Glue ⑫, ⑬, and ⑭ together.

10. Glue ⑮ and ⑯ together and attach to the fuselage.

6. Glue ⑮, ⑯ and ⑰ together.



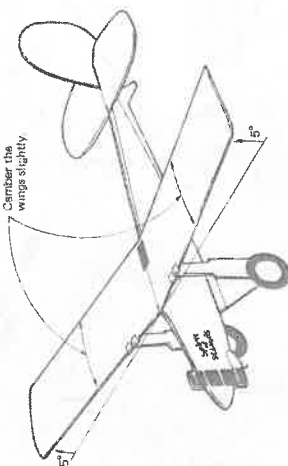
12. Glue both wheels to ⑩ + ⑪.

11. Make a 5° dihedral angle.

13. Insert the lead foil into the plane nose. Adjust the weight of lead foil, aligning the center of gravity at the A mark. Apply a bit of glue to ⑬ and ⑭ are sticks, then tightly onto the nose of the fuselage. Also insert the hook in the nose.

14. After making sure that the center of gravity is at the A mark, re-apply ⑬ and ⑭ securely to the fuselage.

15. Insert the hook into the fuselage and glue on ⑮.



FINISHING TOUCHES

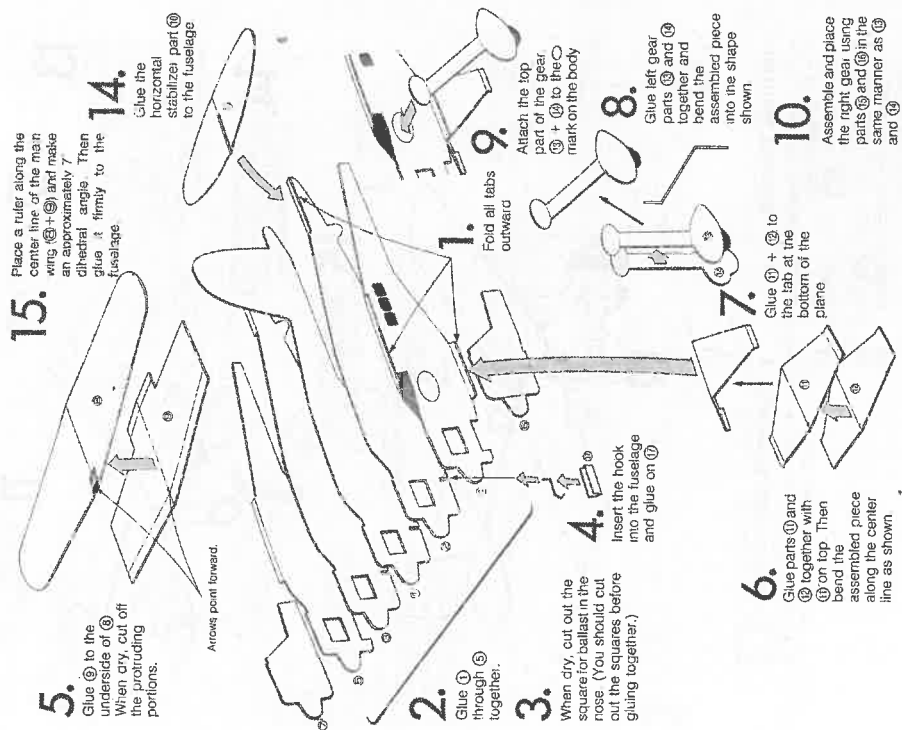
- Give finishing touches to the plane after it dries thoroughly.
- 16.** Camber the main wings carefully with your fingers.
- 17.** View the plane from the front and straighten any warps or bends in the fuselage and wings.

TEST FLIGHT

- Test fly the plane according to Test Flight instructions on pages 11 to 13.

GLUING INSTRUCTIONS

Give the parts together in the order indicated

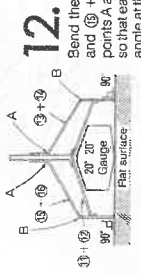


15. Place a ruler along the center line of the main wing (13+14) and make an approximate 7° dihedral angle. Then glue it firmly to the fuselage.

14. Glue the horizontal stabilizer part (10) to the fuselage.

13. Bend the gear parts (13+14) and (15+16) respectively at points A and B on both sides so that each part forms a 90° angle at the base with respect to the flat surface.

12. Carver the wings slightly.



11. Apply the angle gauge to the bottom of part (11) + (12) and make the required angle of 20° as shown.

10. Assemble and place the right gear using parts (13) and (14) in the same manner as (11) and (12).

9. Attach the top part of the gear (13+14) to the mark on the body.

8. Glue left gear parts (13) and (14) together and bend the assembled piece into the shape shown.

7. Glue (11) + (12) to the tab at the bottom of the plane.

6. Glue parts (11) and (12) together with (13) on top. Then bend the assembled piece along the center line as shown.

5. When dry, cut out the square for ballast in the nose. (You should cut out the squares before gluing together.)

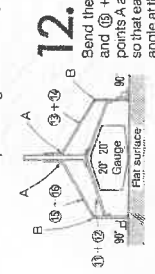
4. Insert the hook into the fuselage and glue on (10).

3. When dry, cut out the square for ballast in the nose. (You should cut out the squares before gluing together.)

2. Glue (1) through (5) together.

"WINNIE MAE" is one of the Lockheed VEGAS which made many new records in the early 1930's. The plane's owner, an oil dealer in Oklahoma, named it after his daughter. Winnie Mae became well-known because the pilot, Wiley Post, achieved the World's record for fastest flight around the world, both in 1931 and 1933.

11. Apply the angle gauge to the bottom of part (11) + (12) and make the required angle of 20° as shown.



10. Assemble and place the right gear using parts (13) and (14) in the same manner as (11) and (12).

9. Attach the top part of the gear (13+14) to the mark on the body.

8. Glue left gear parts (13) and (14) together and bend the assembled piece into the shape shown.

7. Glue (11) + (12) to the tab at the bottom of the plane.

6. Glue parts (11) and (12) together with (13) on top. Then bend the assembled piece along the center line as shown.

5. When dry, cut out the square for ballast in the nose. (You should cut out the squares before gluing together.)

4. Insert the hook into the fuselage and glue on (10).

3. When dry, cut out the square for ballast in the nose. (You should cut out the squares before gluing together.)

2. Glue (1) through (5) together.

TEST FLIGHT

- Give finishing touches to the plane after it dries thoroughly.
- Test fly the plane according to Test Flight instructions on pages 11 to 13.

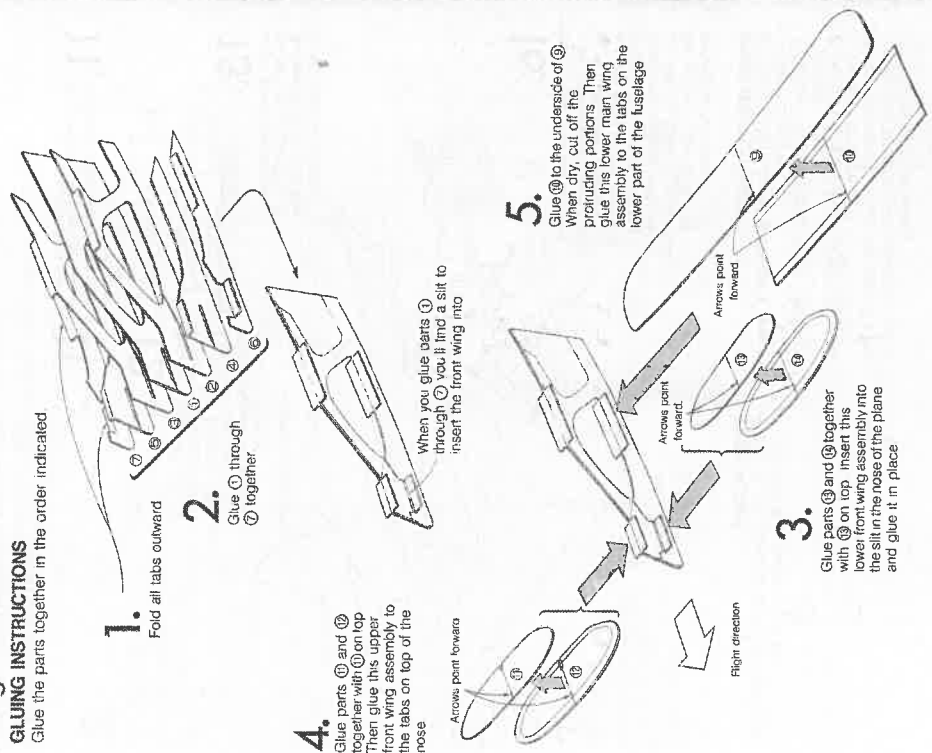
FINISHING TOUCHES

- Give finishing touches to the plane after it dries thoroughly.
- Carver the main wing slightly with your fingers.
- Using the dihedral angle gauge make sure the dihedral angle is 7°.
- View the plane from both the front and the back and straighten any warps or bends in the fuselage and wings.

WhiteWings Wright FLYER

GLUING INSTRUCTIONS

Glue the parts together in the order indicated



FINISHING TOUCHES

- Give finishing touches to the plane after it dries thoroughly
- 9. Camber the main wing slightly with your fingers
- 10. The chordal angle is not needed
- 11. When you fly this FLYER outdoors, attach one or two of the included paper clips on the plane nose. Make sure the center of gravity is at A mark. When you fly it indoors, it's better to attach no clips to have floating and longer flights
- 12. View the plane from both the front and the back and straighten any warps or bends in the fuselage and wings.

TEST FLIGHT

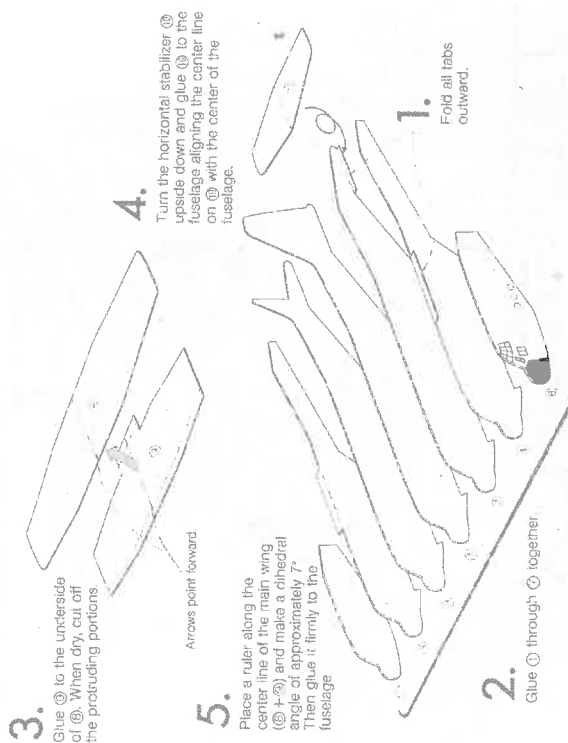
- Test fly the plane according to Test Flight instructions on pages 11 to 13 (Canard model). This plane is not suitable for catapult launch so always launch by hand

WhiteWings

Lockheed C130 HERCULES

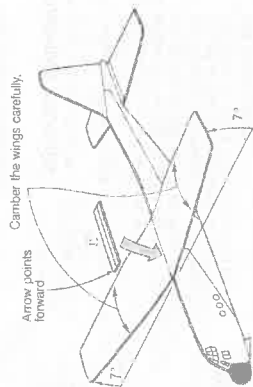
GLUING INSTRUCTIONS

Glue the parts together in the order indicated.



FINISHING TOUCHES

- Give the finishing touches to the plane after it dries thoroughly.
- 6. Camber the main wings carefully with your fingers.
- 7. Using the dihedral angle gauge make sure the dihedral angle for the main wing is 7°.
- 8. Fold ⑧ up slightly along the center line and glue it onto the center of the main wing.
- 9. View the plane from both the front and the back and straighten any warps or bends in the fuselage and wings.



TEST FLIGHT

- Test fly the plane according to the Test Flight instructions on pages 11 to 13.

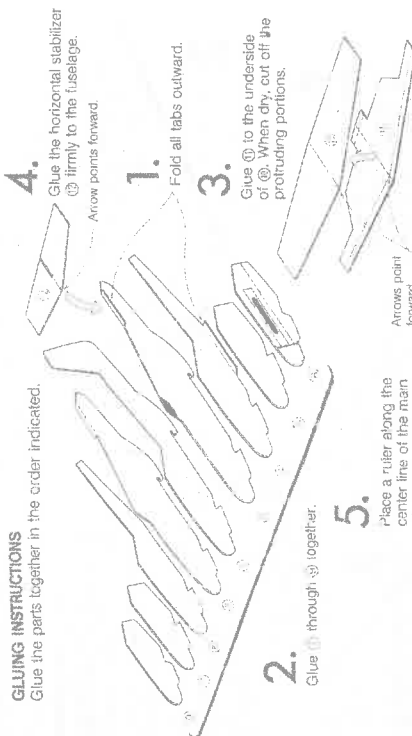
WhiteWings

"STREGA" (Modified P-51 MUSTANG)

Each year, in September, the city of Reno holds a National Championship Air Race. (Reno is in the Nevada Desert about 220 miles northeast from San Francisco.) The Strega achieved a new race record with an average speed of 454 mph in the Reno Air Race in 1987. The Italian, is a remodeled Mustang P-51.

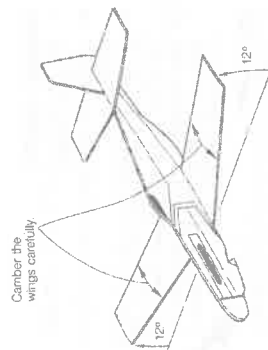
GLUING INSTRUCTIONS

Glue the parts together in the order indicated.



FINISHING TOUCHES

- Give the finishing touches to the plane after it dries thoroughly.
- 6. Camber the main wings carefully with your fingers.
- 7. Using the dihedral angle gauge make sure the dihedral angle for the main wing is 12°.
- 8. View the plane from both the front and the back and straighten any warps or bends in the fuselage and the wings.

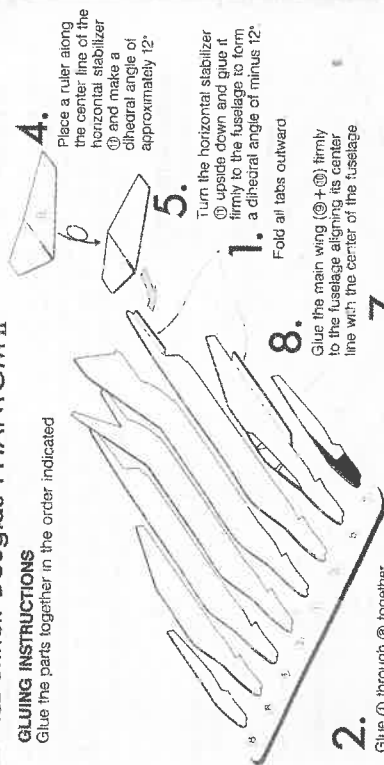


TEST FLIGHT

- Test fly the plane according to the Test Flight instructions on pages 11 to 13.

GLUING INSTRUCTIONS

Glue the parts together in the order indicated



2.

Glue ① through ⑧ together

6.

Make a pinhole at both ends of the center line on the top side of the main wing. Turn the main wing over. Link the pinholes together with a ruler and draw a center line on the bottom side of the main wing

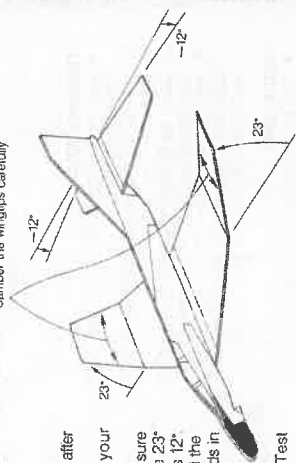
Arrows point forward

FINISHING TOUCHES

- Give the finishing touches to the plane after it dries thoroughly
- 9. Camber the wingtips carefully with your fingers
- 10. Using the dihedral angle gauge make sure the dihedral angle for the wing tips are 23° and for the horizontal stabilizer minus 12°
- 11. View the plane from both the front and the back and straighten any warps or bends in the fuselage and wings.

TEST FLIGHT

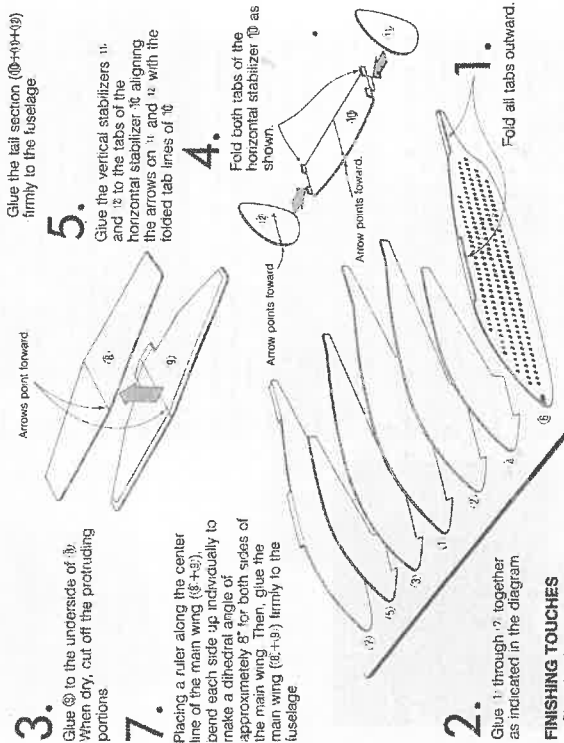
- Test fly the plane according to the Test Flight instructions on pages 11 to 13



—IMAGINE A PLANE DESIGNED SO THAT EVERYONE CAN HAVE A WINDOW SEAT—

GLUING INSTRUCTIONS

Glue the parts together in the order indicated



3.

Glue ⑥ to the underside of ⑪. When dry, cut off the protruding portions

7.

Placing a ruler along the center line of the main wing (⑧ + ⑨), bend each side up individually to make a dihedral angle of approximately 8° for both sides of the main wing. Then glue the main wing (⑧ + ⑨) firmly to the fuselage

1.

Glue ① through ⑦ together as indicated in the diagram

2.

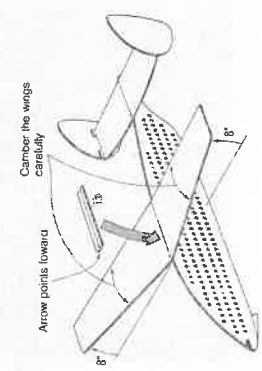
Glue ① through ⑦ together as indicated in the diagram

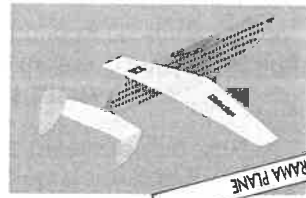
FINISHING TOUCHES

- Give the finishing touches to the plane after it dries thoroughly
- 8. Camber the main wing slightly with your fingers.
- 9. Using the dihedral angle gauge make sure the dihedral angle of the main wing is 8°
- 10. Fold ⑬ up slightly along both sides of its center line and glue it onto the center of the main wing
- 11. View the plane from both the front and the back and straighten any warps or bends in the fuselage and the wings.

TEST FLIGHT

- Test fly the plane according to the Test Flight instructions for Regular Planes on pages 11 to 13





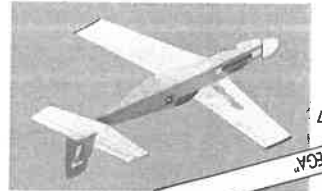
P. 59

PANORAMA PLANE



P. 58

McDonnell Douglas PHANTOM II



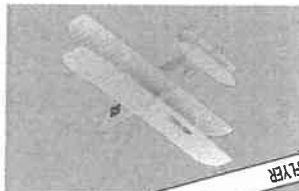
P. 57

"STREGA"



P. 56

Lockheed C-130 HERCULES



P. 54

WIGHT FLYER



P. 52

WINNIE MAE



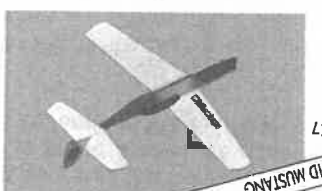
P. 50

Spirit of St. Louis



P. 48

Biplane



P. 47

P-51D MUSTANG



P. 46

Tailfeet 702 KICKBACKER



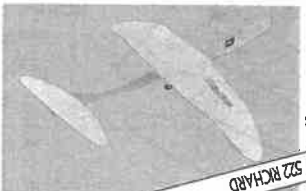
P. 42

Light Plane 305 WILBUR



P. 41

Light Plane 304 Thrasher



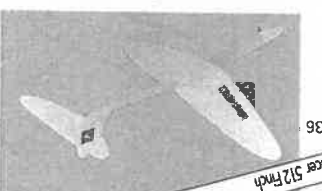
P. 38

Racer 512 RICHARD



P. 37

Racer 513 Meadowlark

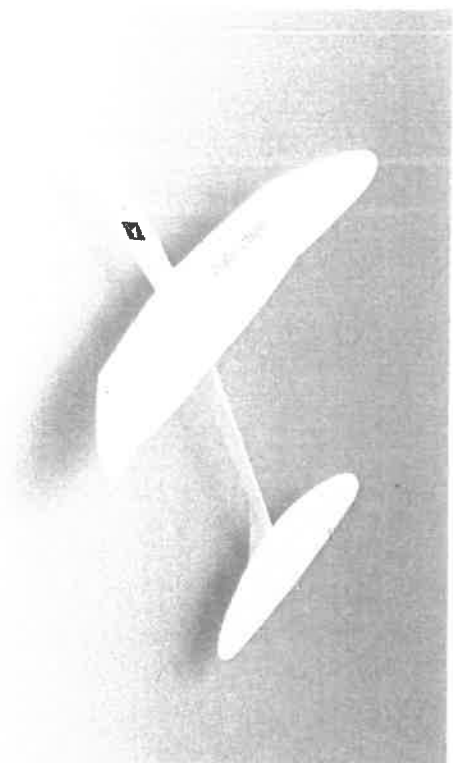
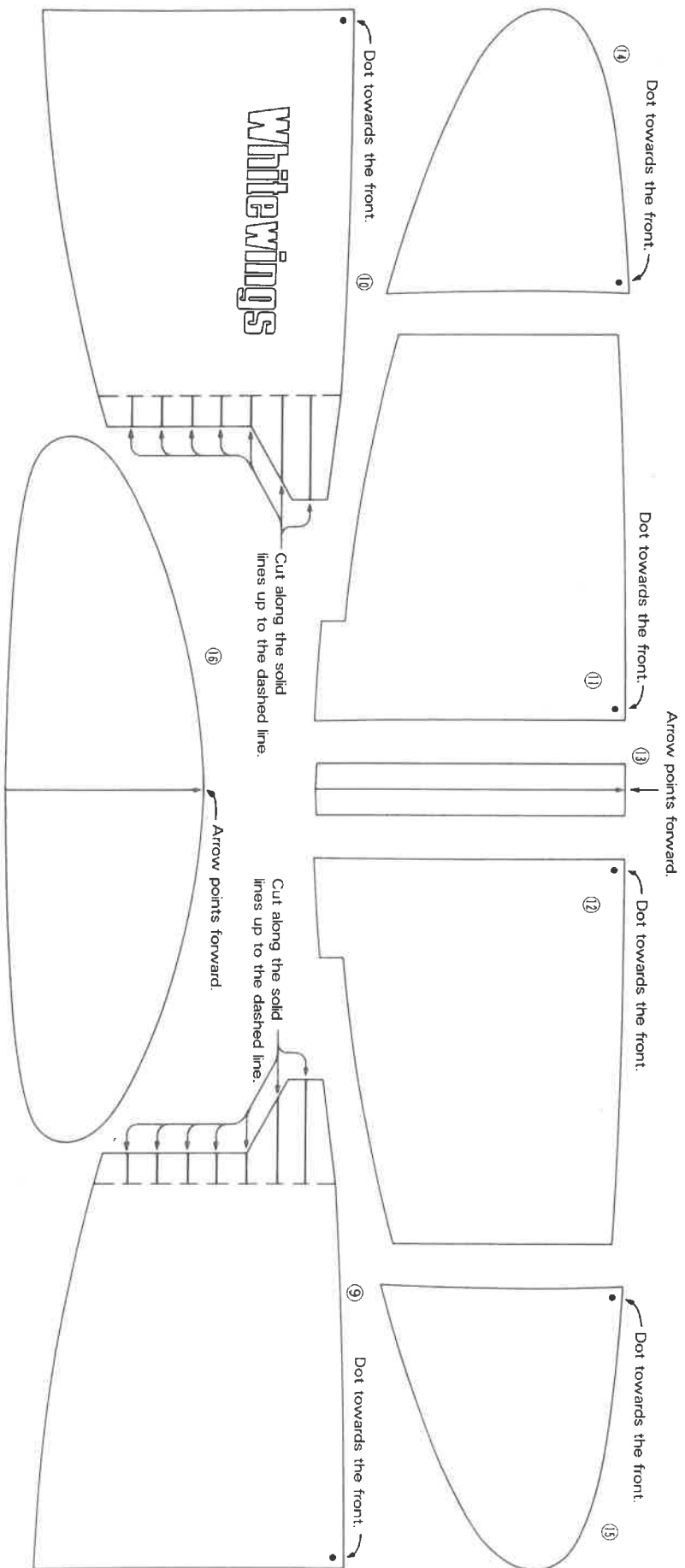


P. 36

Racer 512 Finch

HOW TO BUILD "WHITEWINGS"

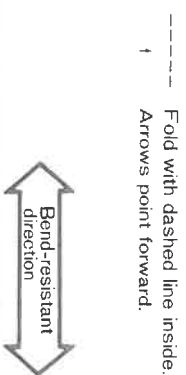


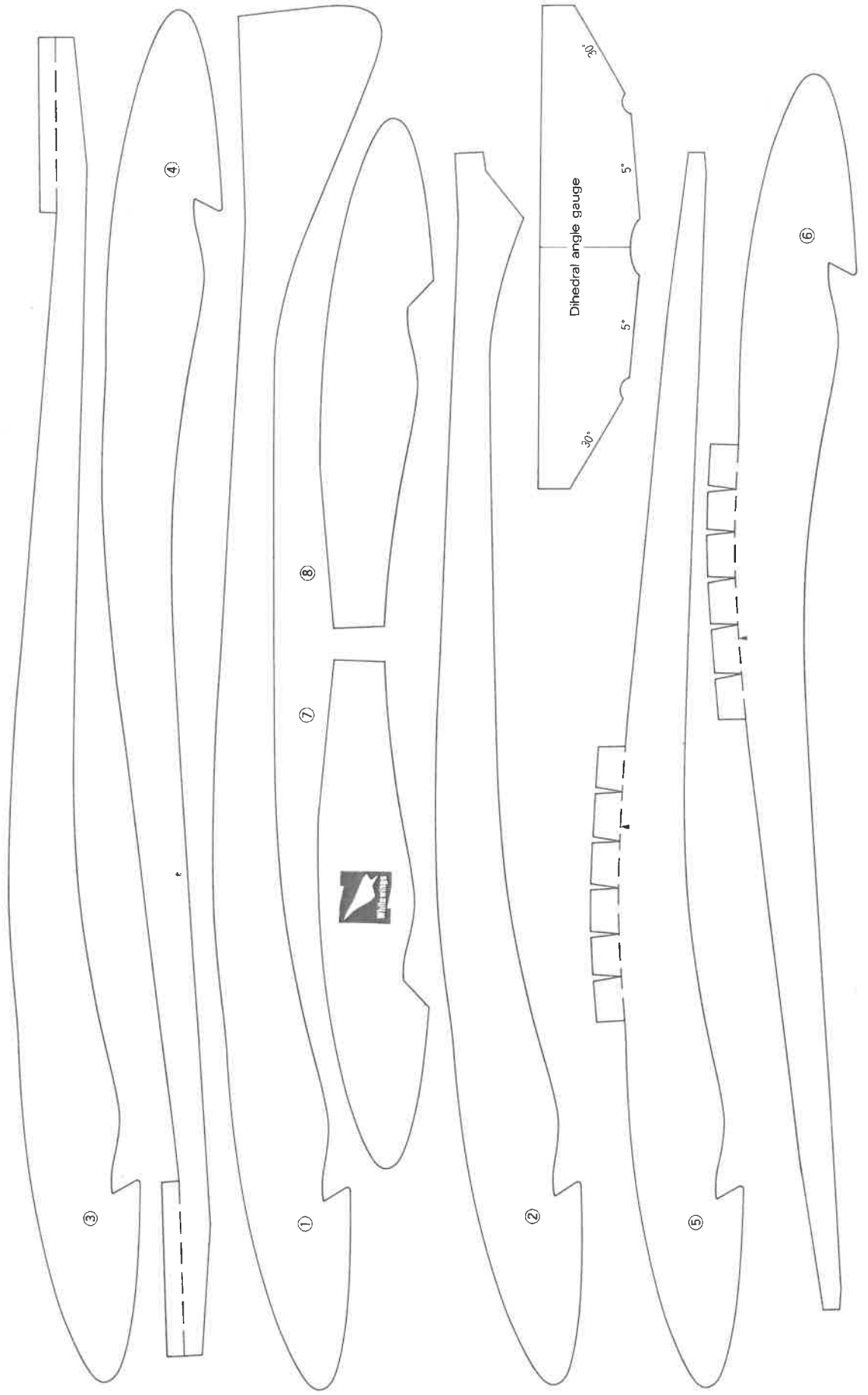


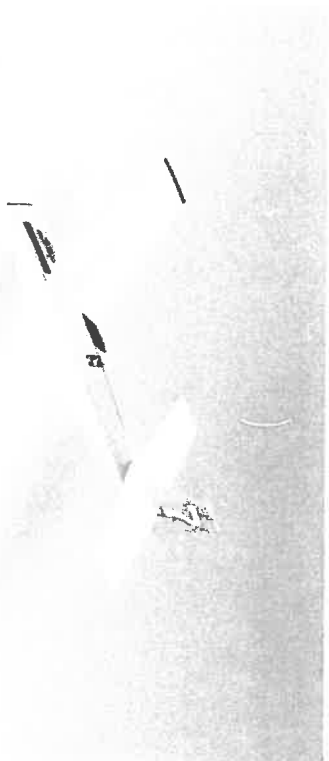
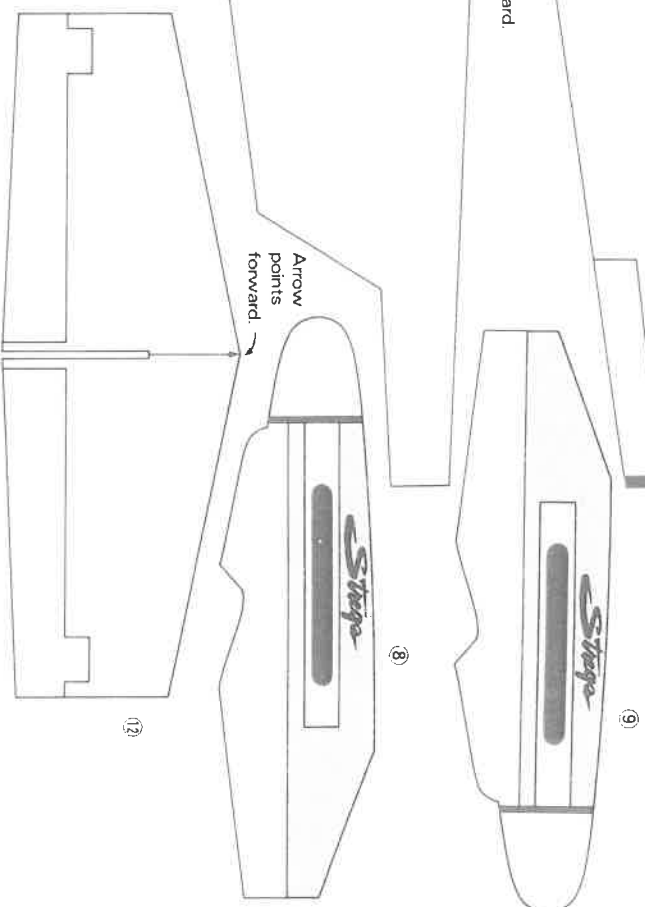
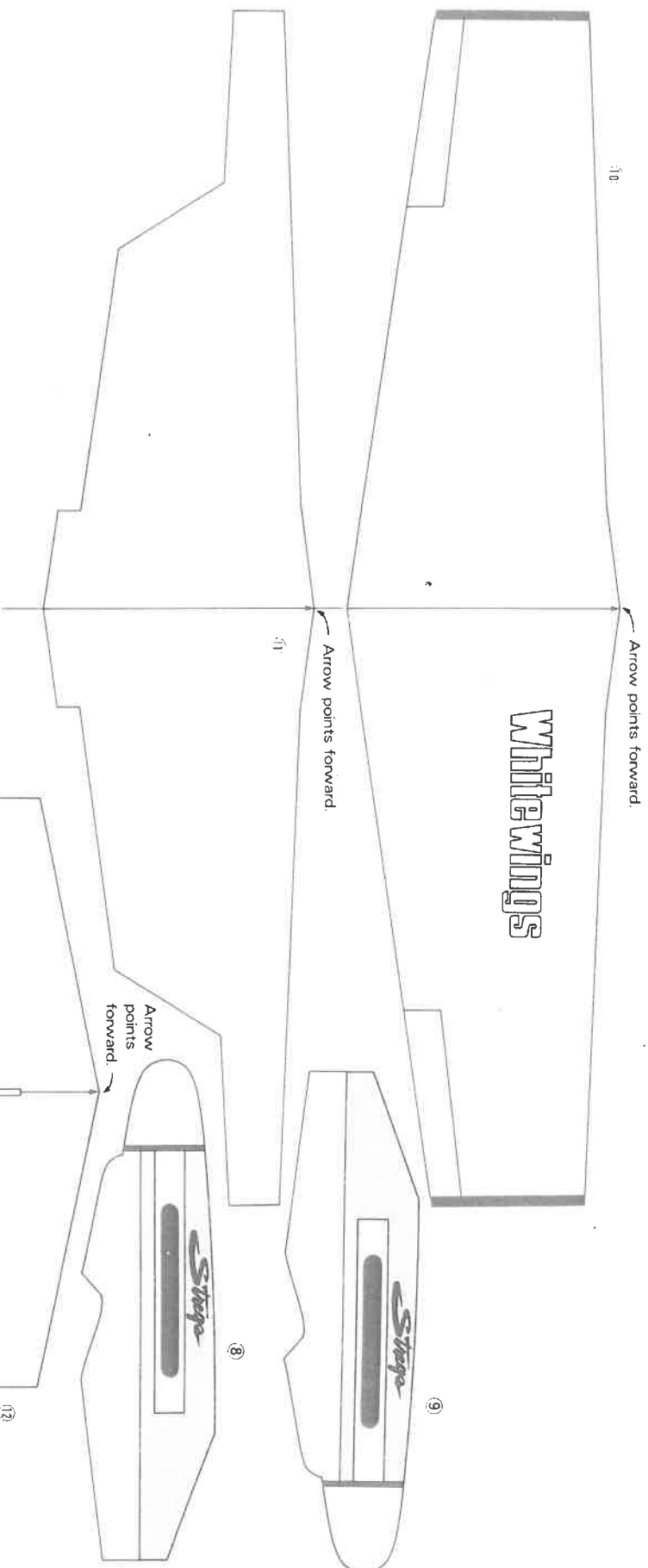
WhiteWings®

Racer 522 RICHARD

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"STREGA"

----- Fold with dashed line inside.
↓ Arrows point forward.



8

Landing gear strut position mark

Whitewings

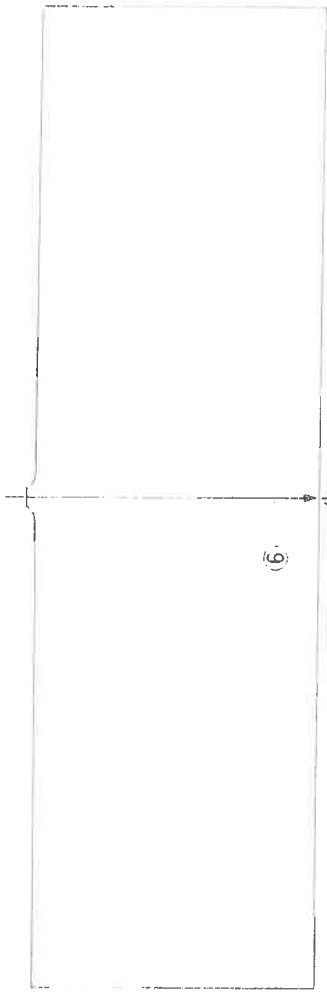


Landing gear strut position mark

N-X-211

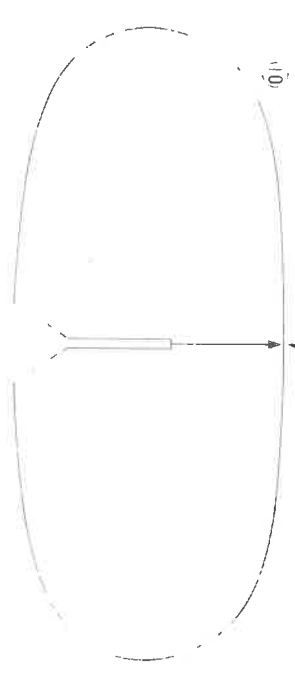
Arrow points forward

9



Arrow points forward

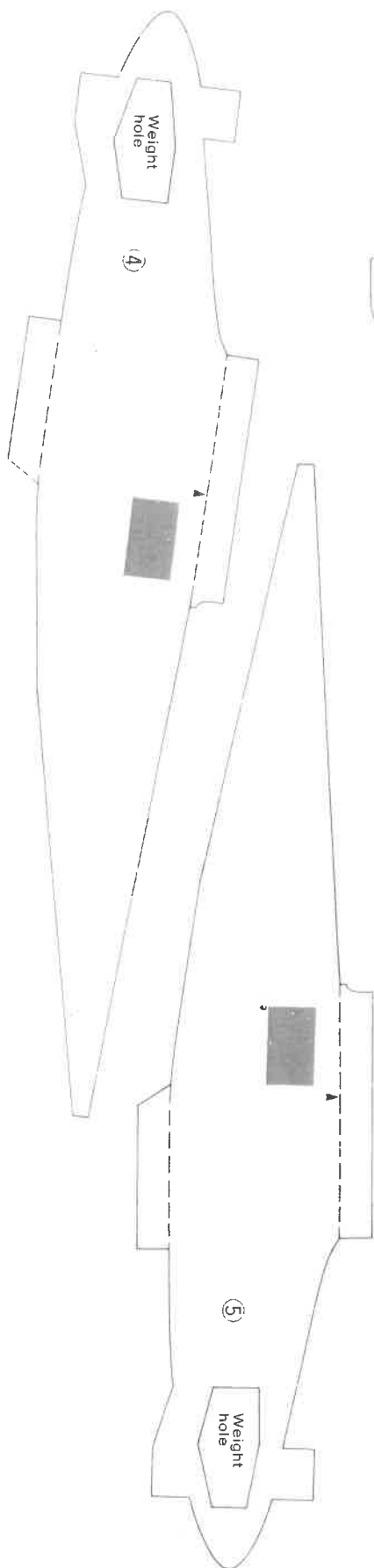
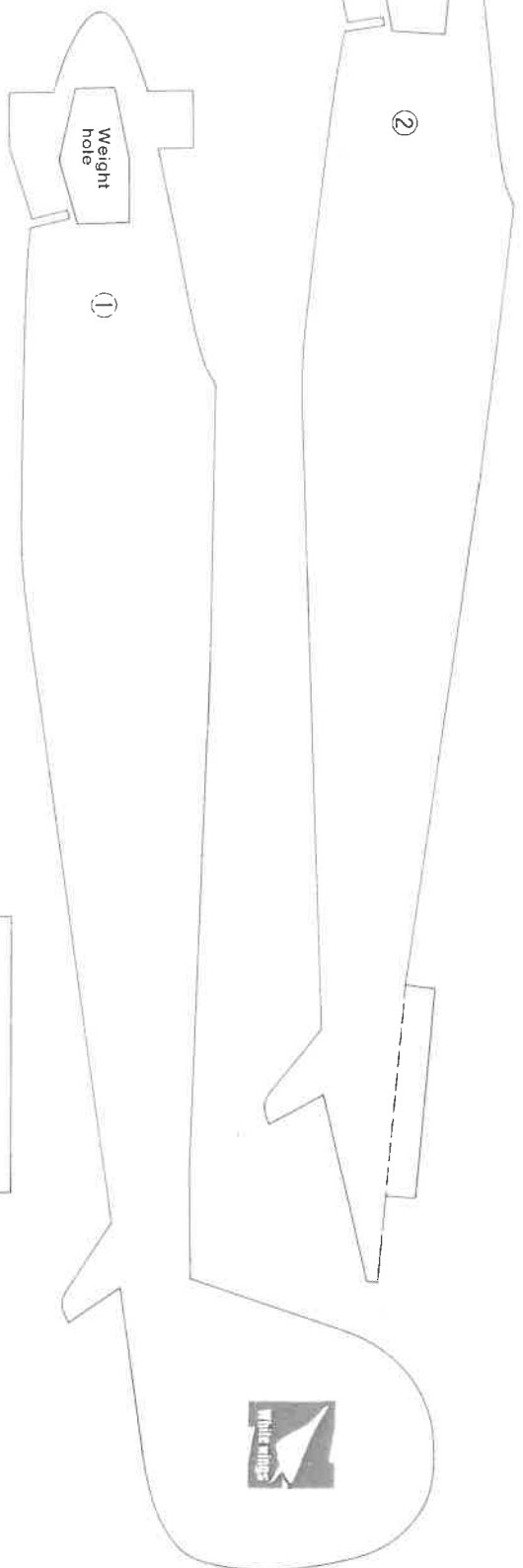
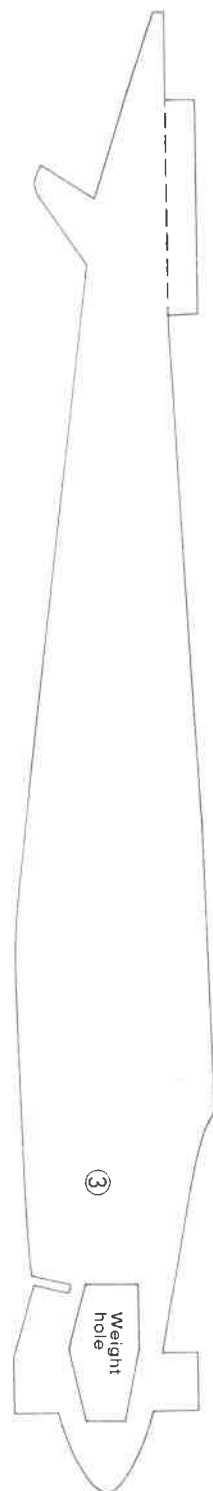
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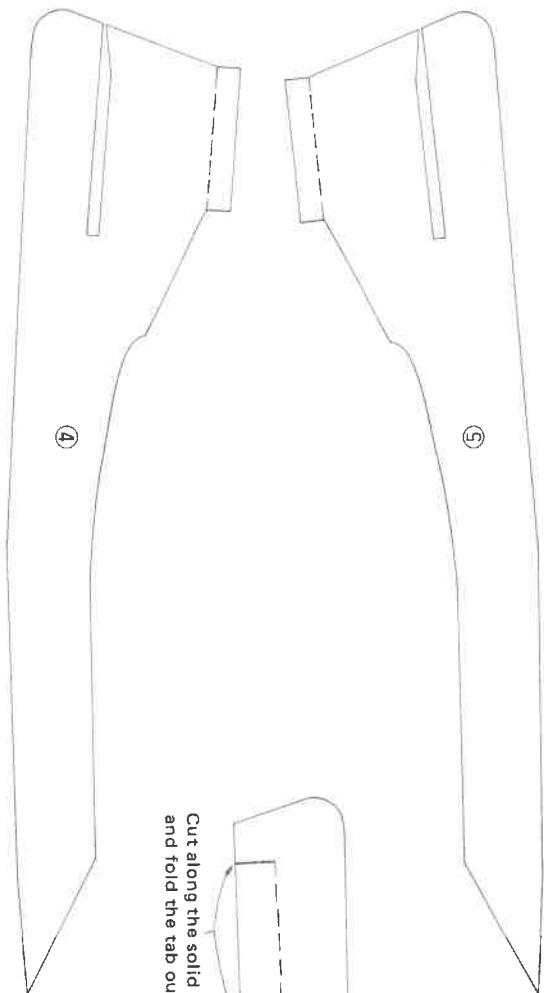


Whitewings
Spirit of St. Louis

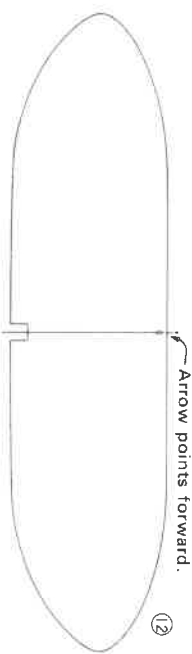
Fold with dashed line inside.
Arrows point forward





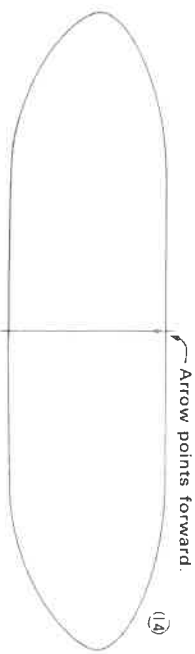


Cut along the solid lines to the dashed line and fold the tab outward.



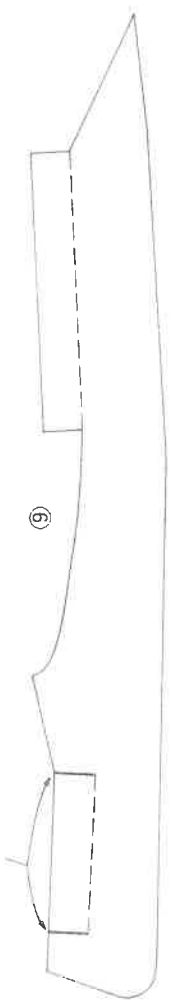
Arrow points forward.

7



Arrow points forward.

11



Cut along the solid lines to the dashed line and fold the tab outward.

6



White Wings[®]

Wright FLYER

----- Fold with dashed line inside.
↑ Arrows point forward.



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Cut this part out.

①

Cut this part out.

②

Cut this part out.

③

⑬

⑬

⑬

⑬

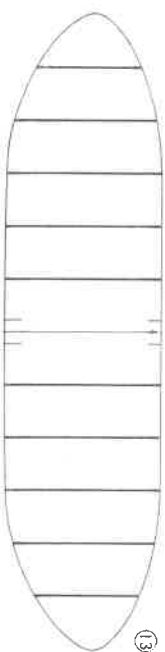
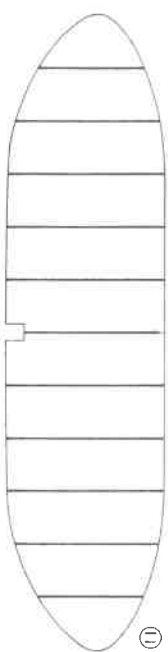


Arrow points forward.

10

Arrow points forward.

11



13

Center guidelines

Arrow points forward.

WhiteWings

8

Arrow points forward.

9

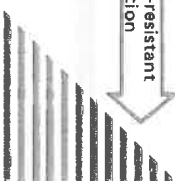
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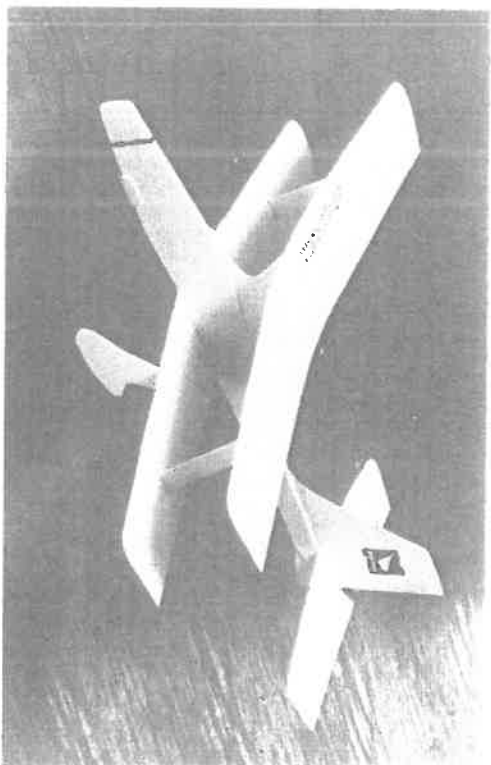
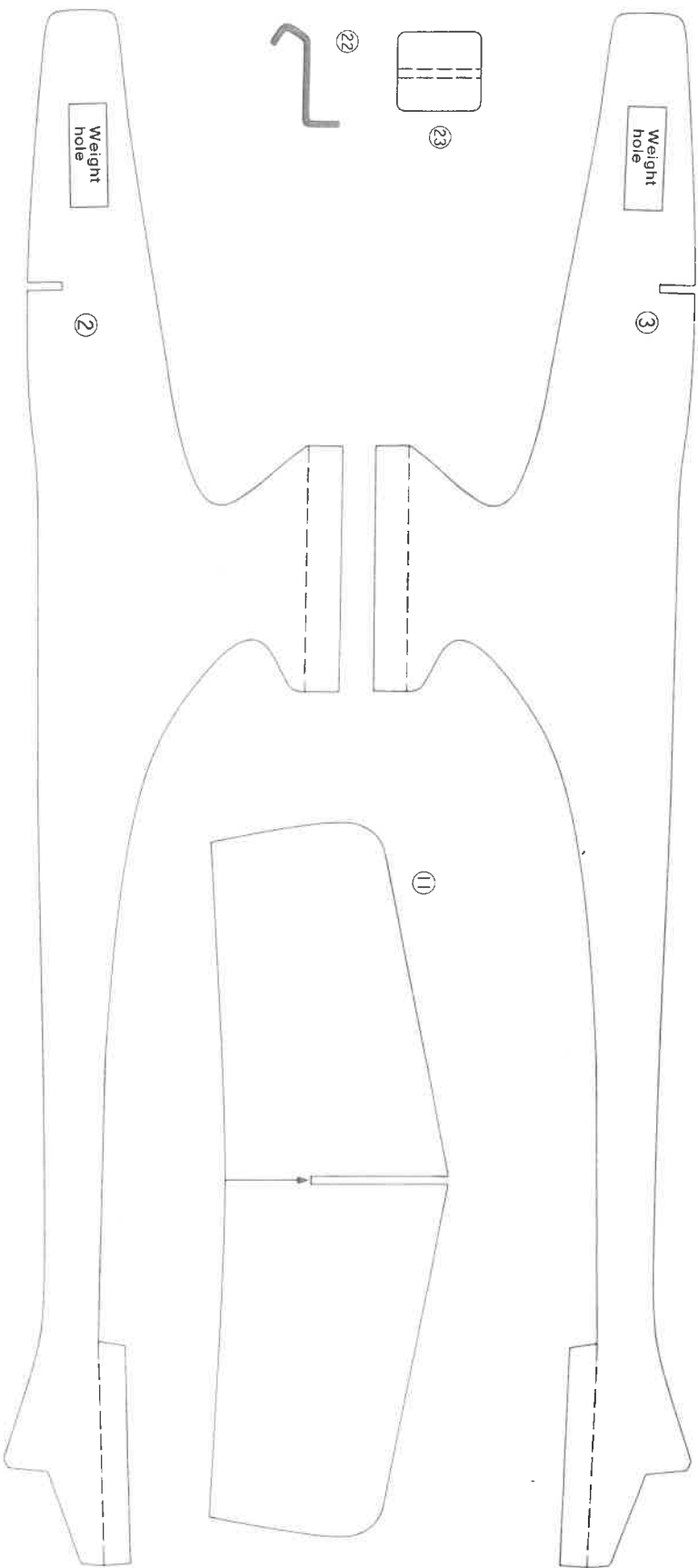
WhiteWings[®] Wright FLYER

Arrows point forward.



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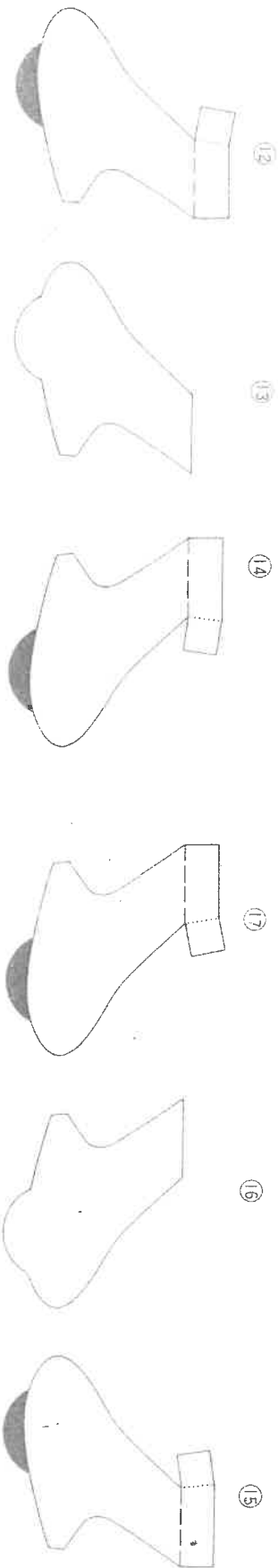
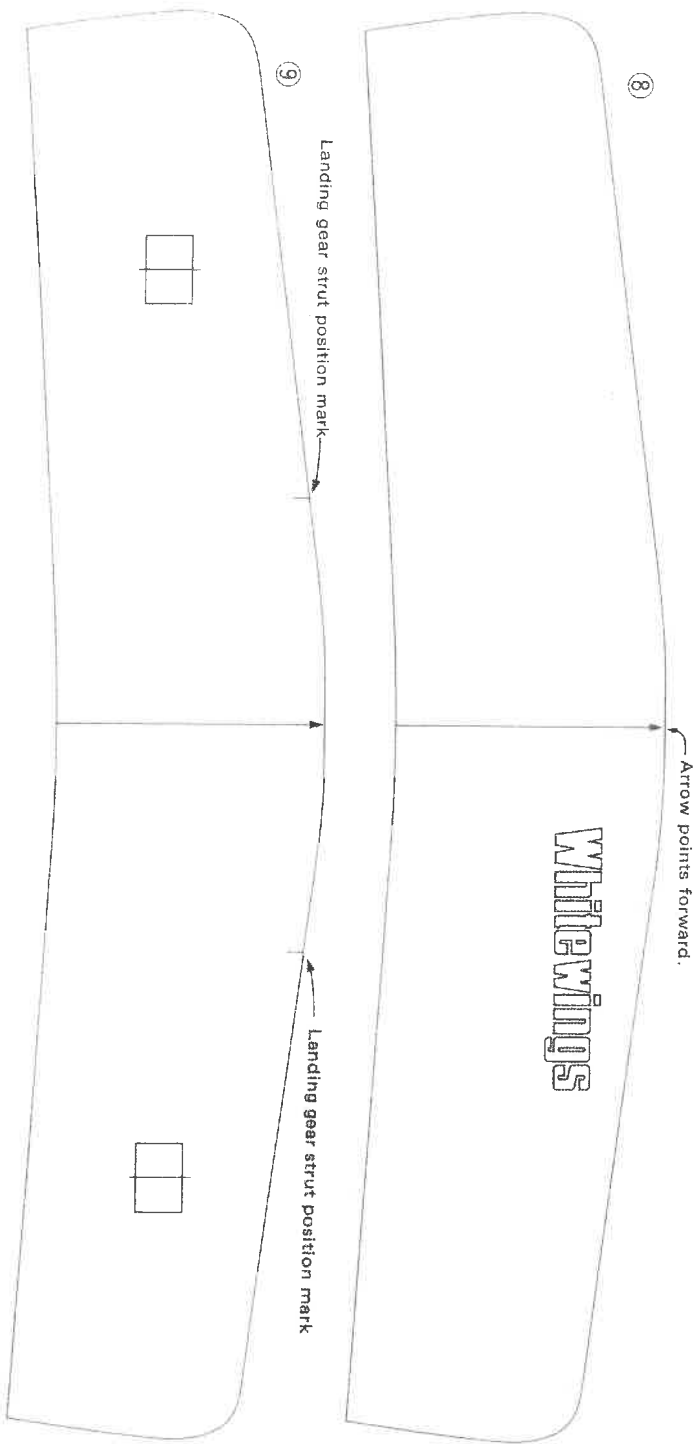


White Wings® Bi-plane

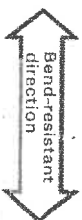
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↑ Arrows point forward.



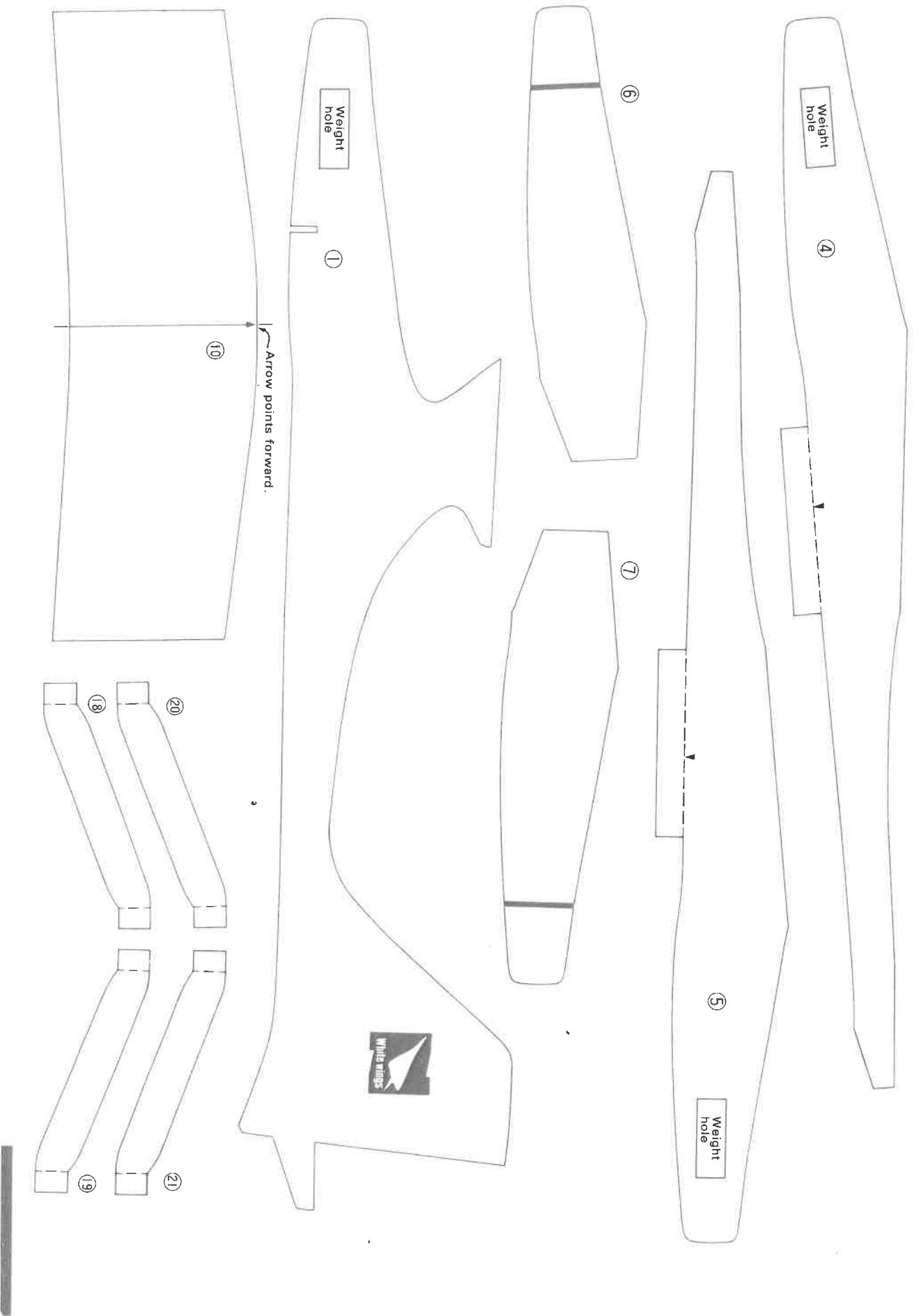


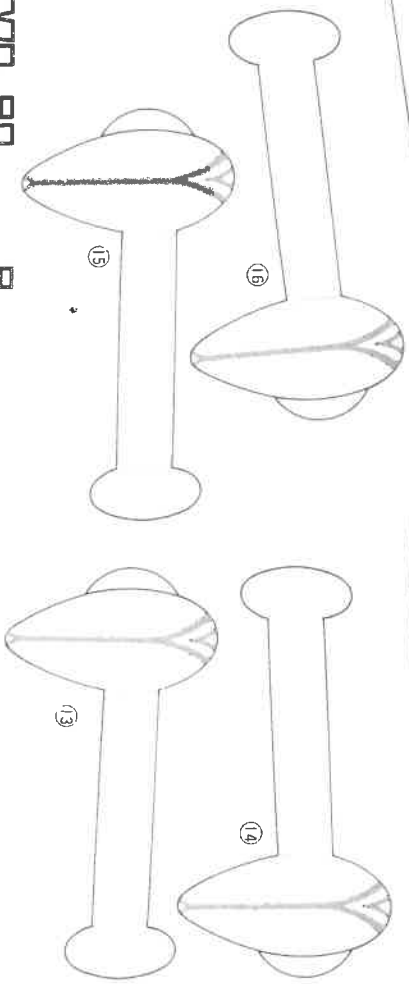
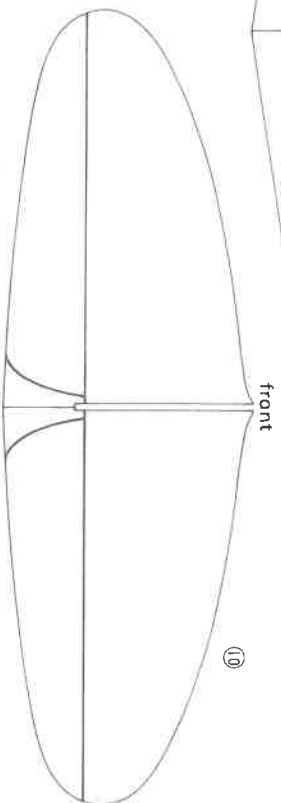
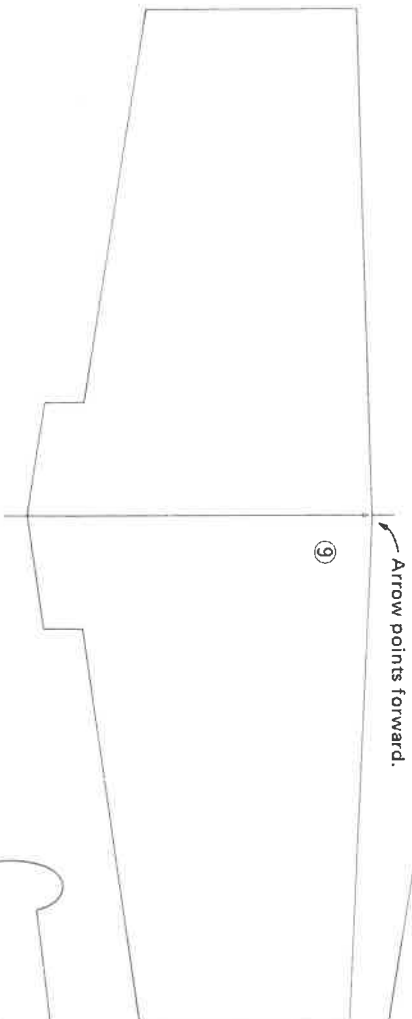
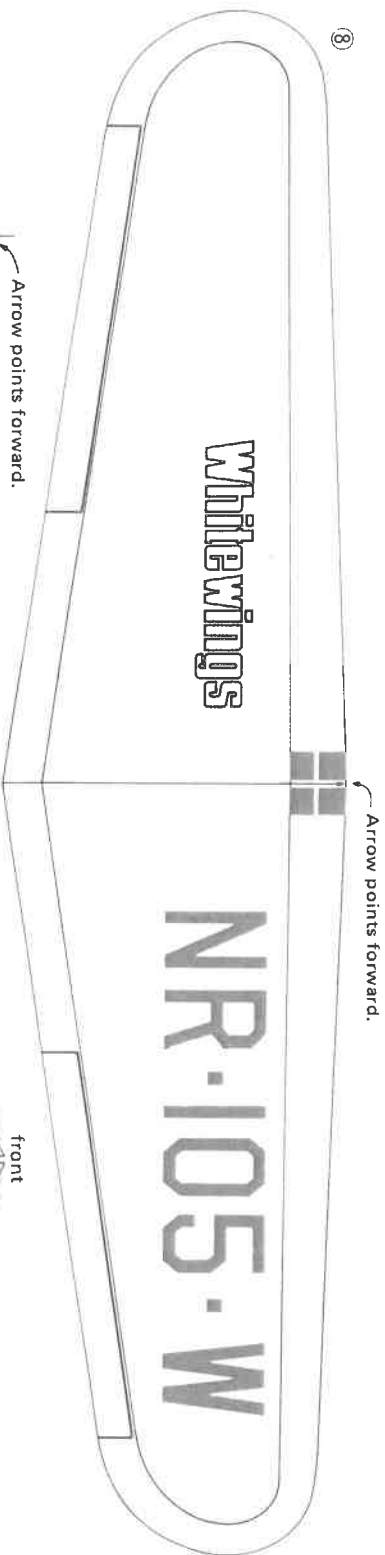
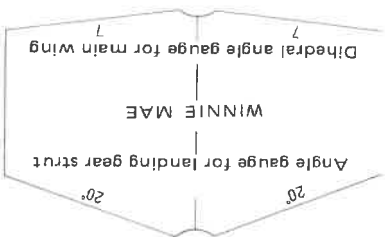
..... Fold with dotted line outside.
 - - - - - Fold with dashed line inside.
 ↑ Arrows point forward.



White Wings®

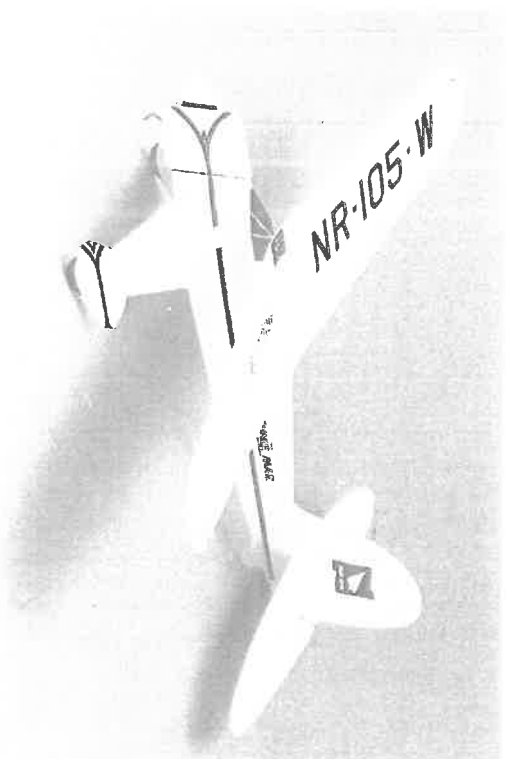
Bi-plane

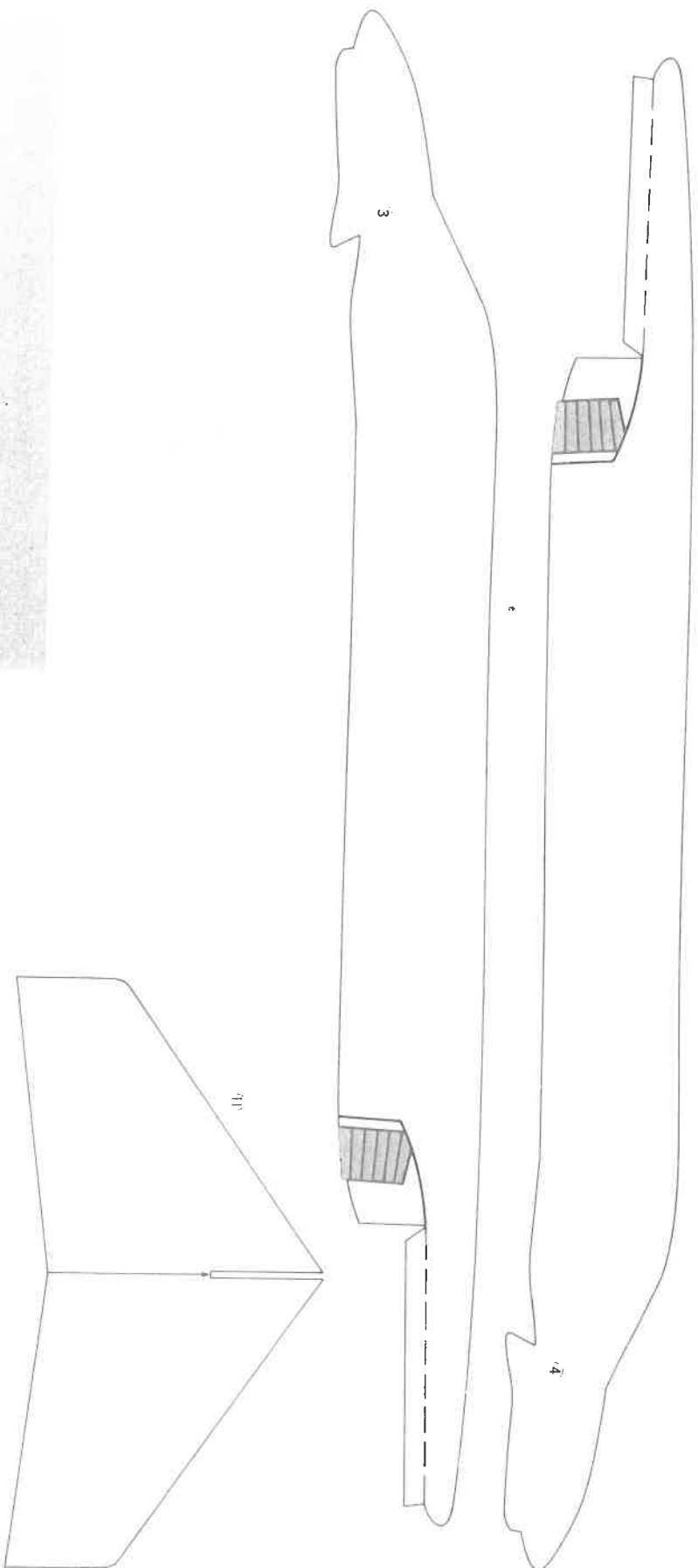




White Wings[®]
WINNIE MAE

----- Fold with dashed line inside.
↑ Arrows point forward.





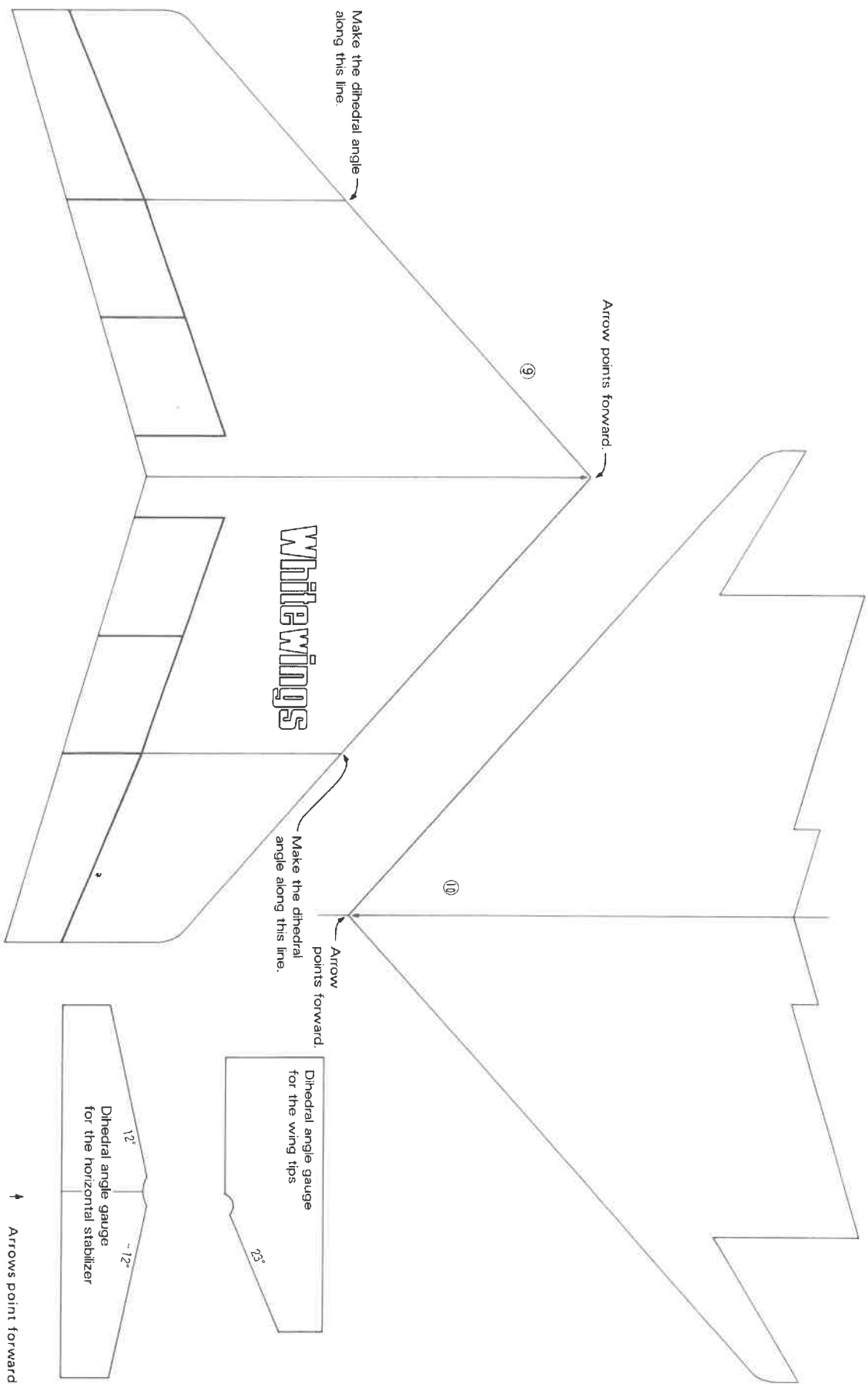
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↑ Arrow points forward.

WhiteWings®

McDonnell Douglas PHANTOM II

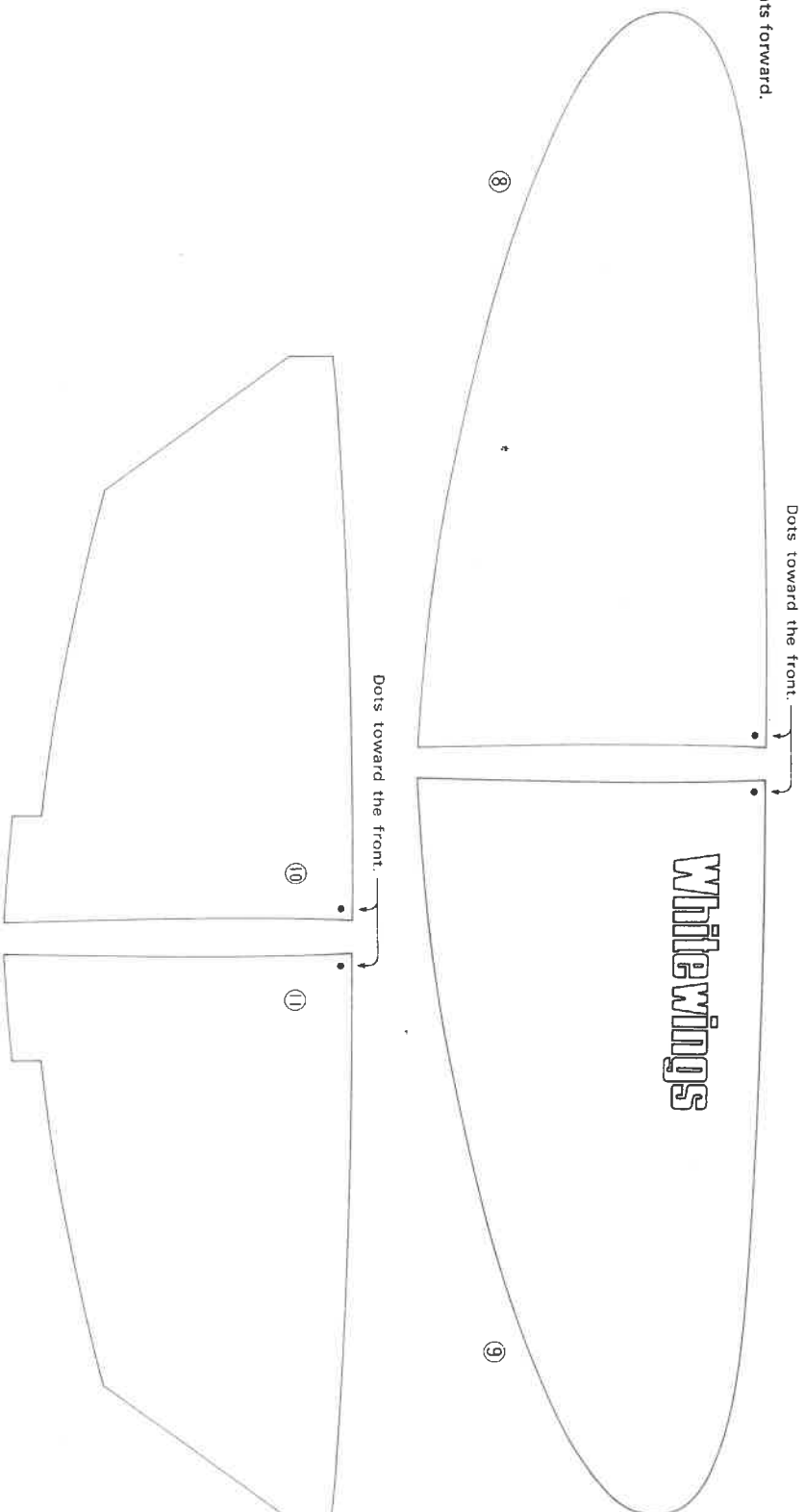
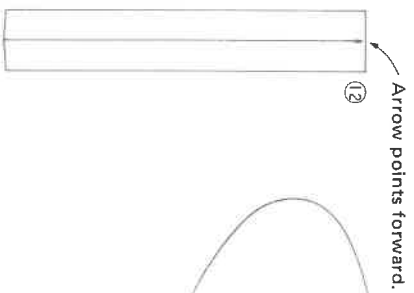






WhiteWings® McDonnell Douglas PHANTOM II

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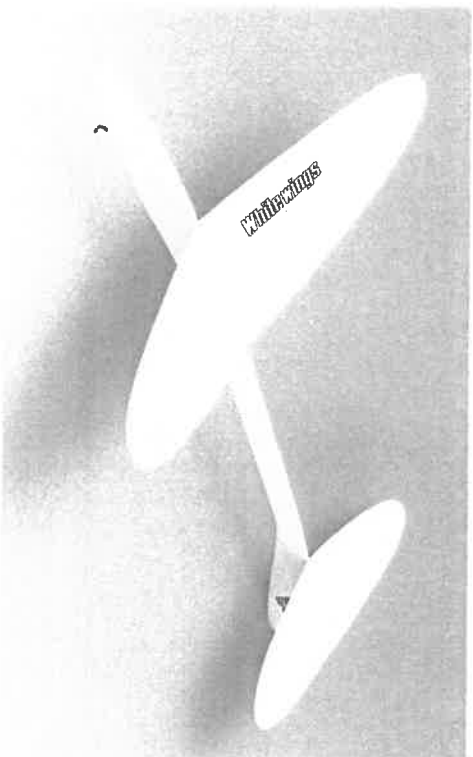


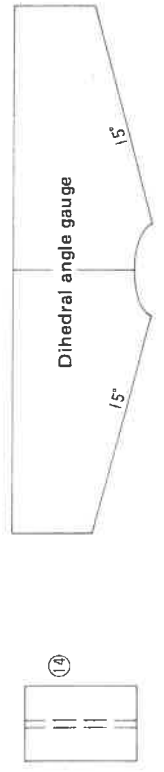
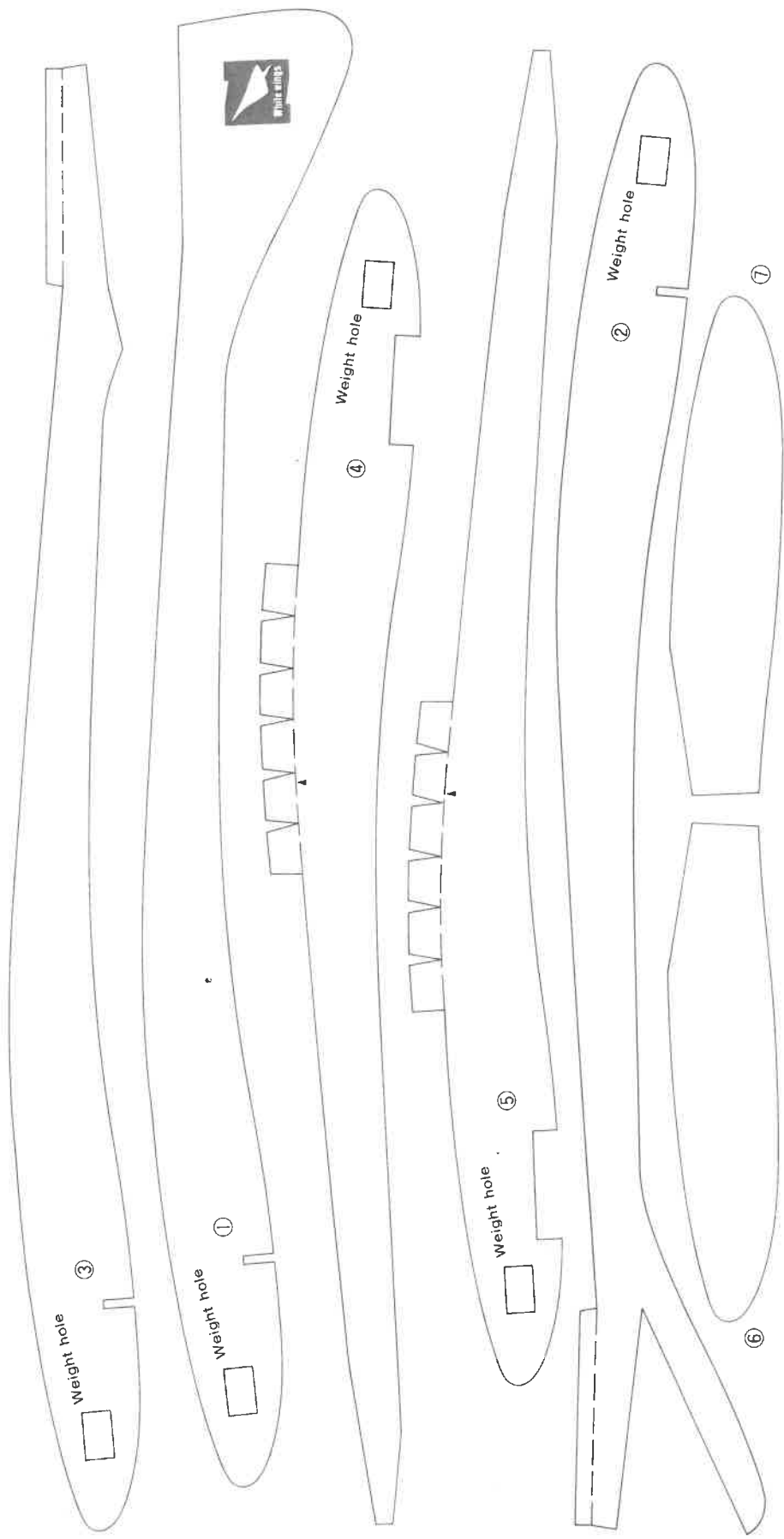
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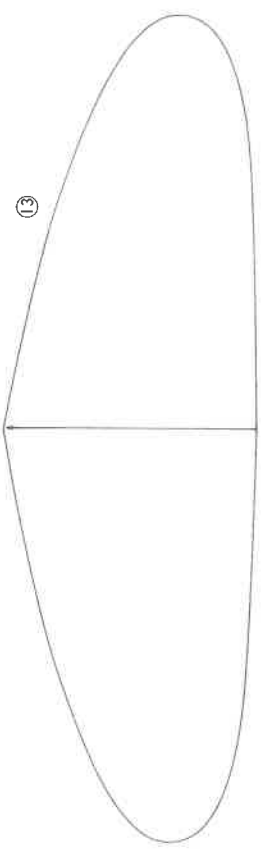
White Wings®

Racer 513 Meadowlark

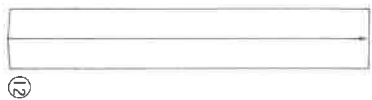




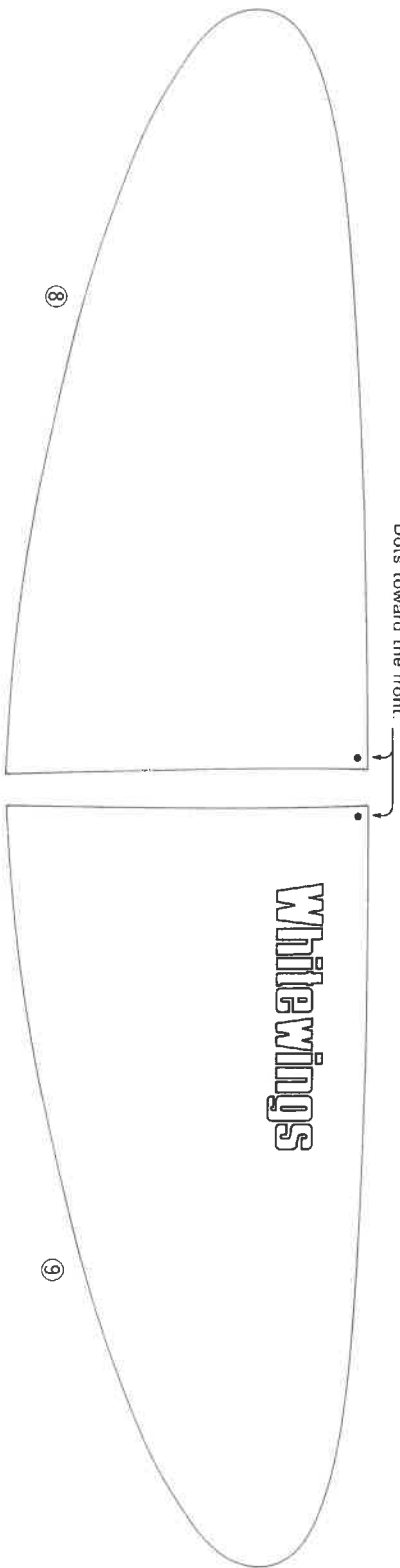
Arrow points forward.



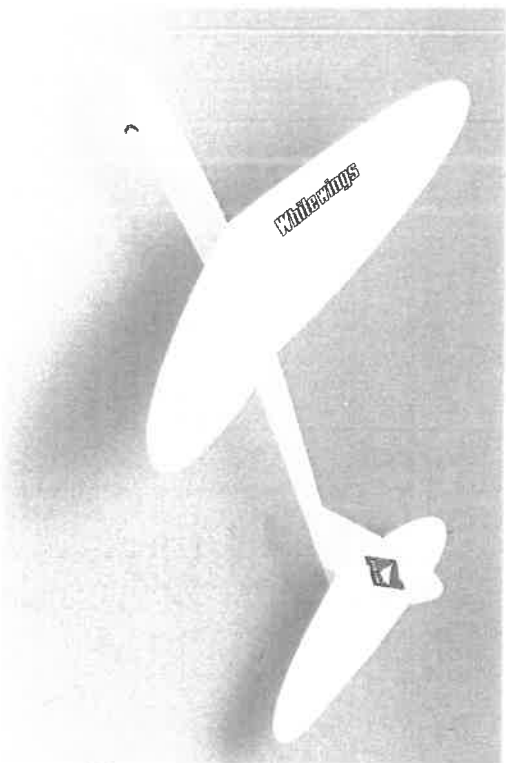
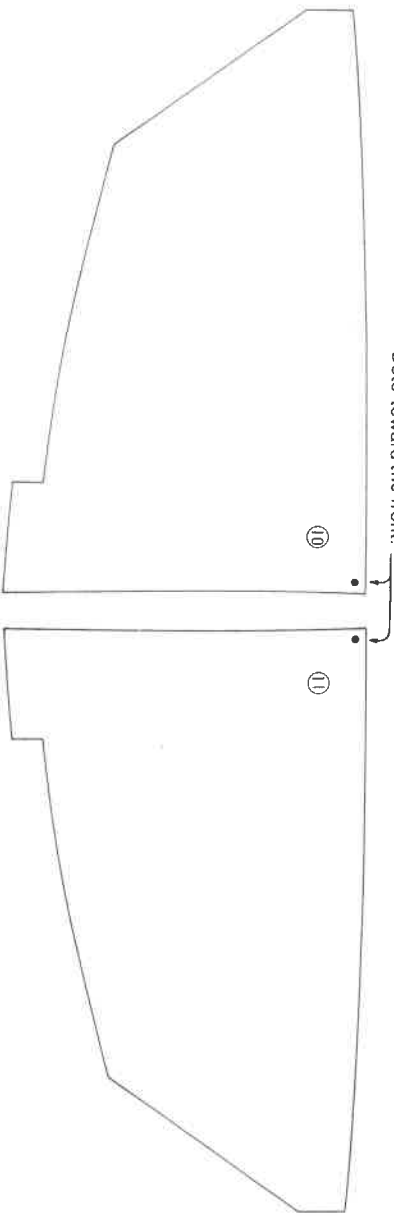
Arrow points forward.



Dots toward the front.



Dots toward the front.



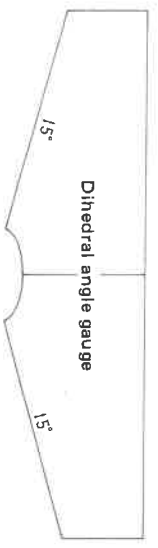
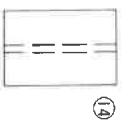
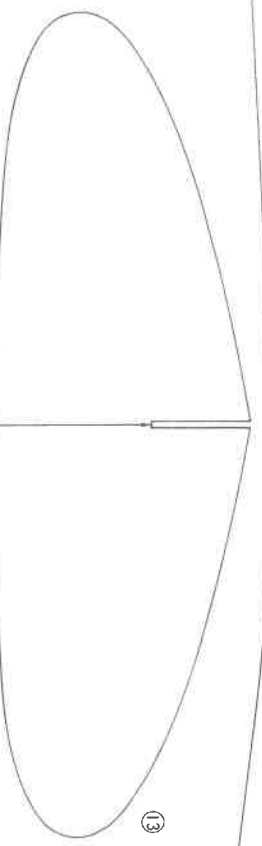
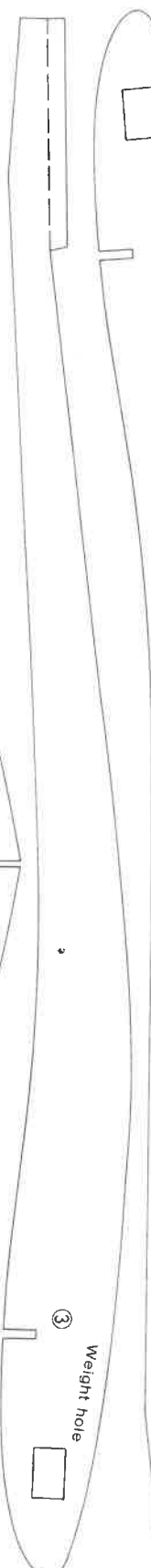
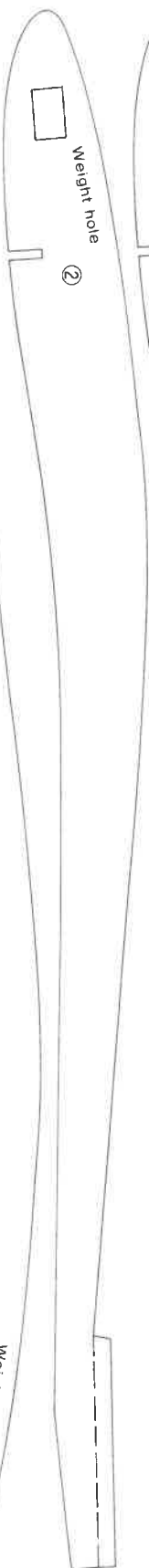
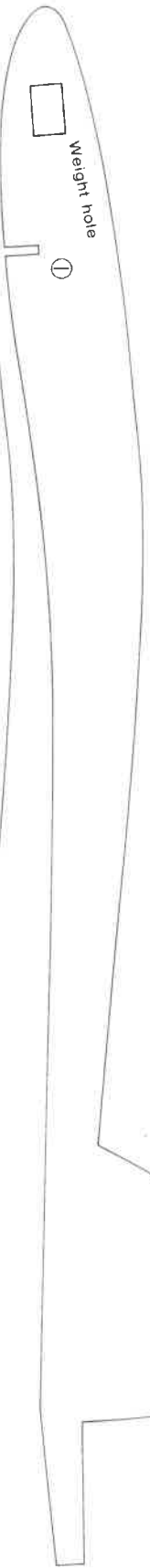
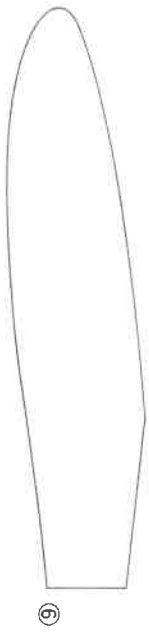
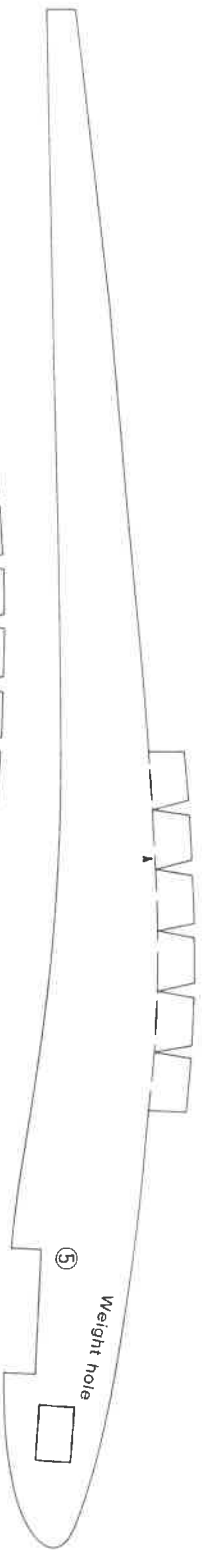
WhiteWings®

Racer 512 Finch

↑
Fold with dashed line inside.
Arrows point forward.



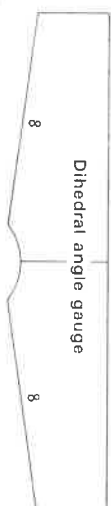
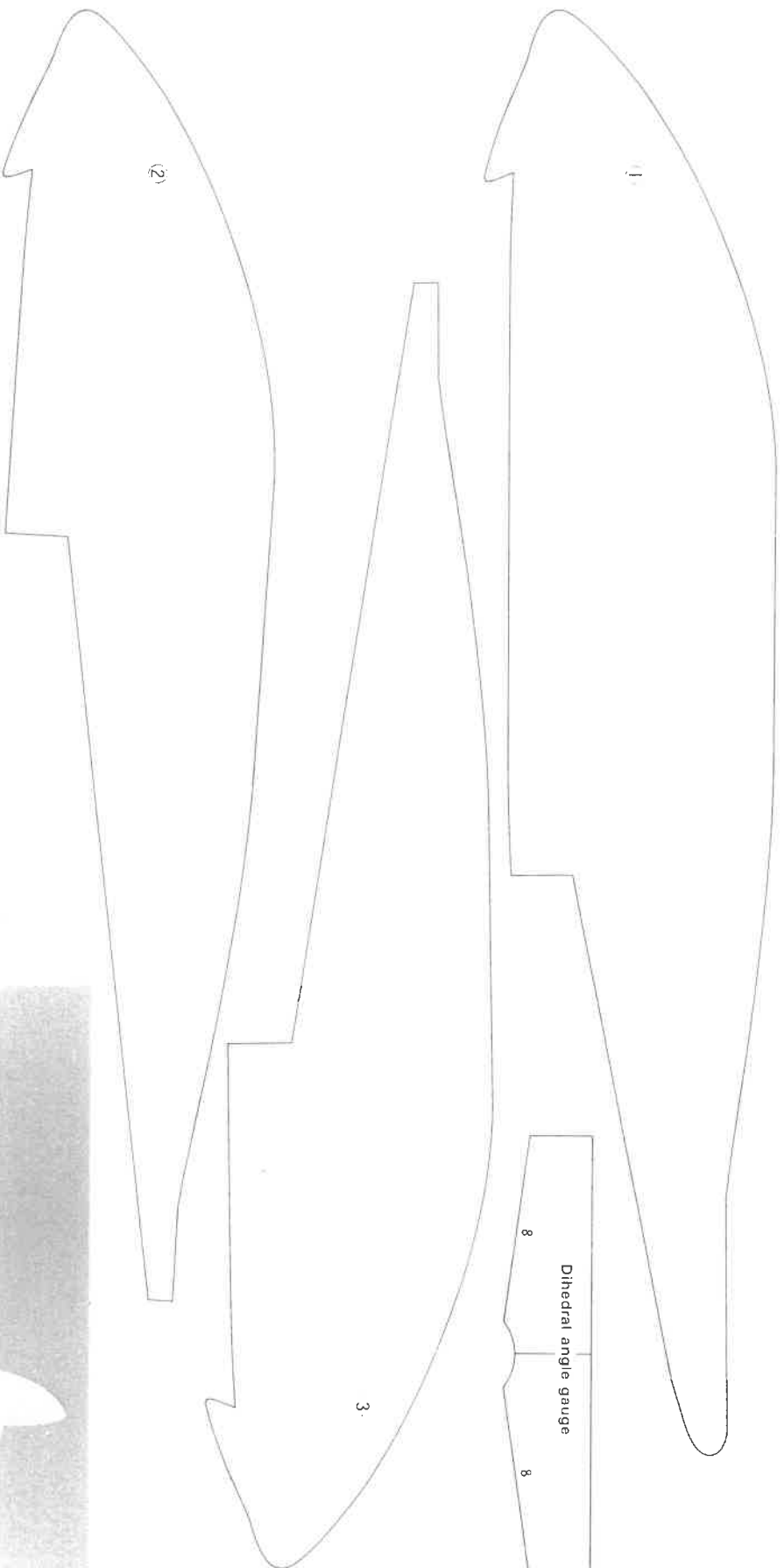
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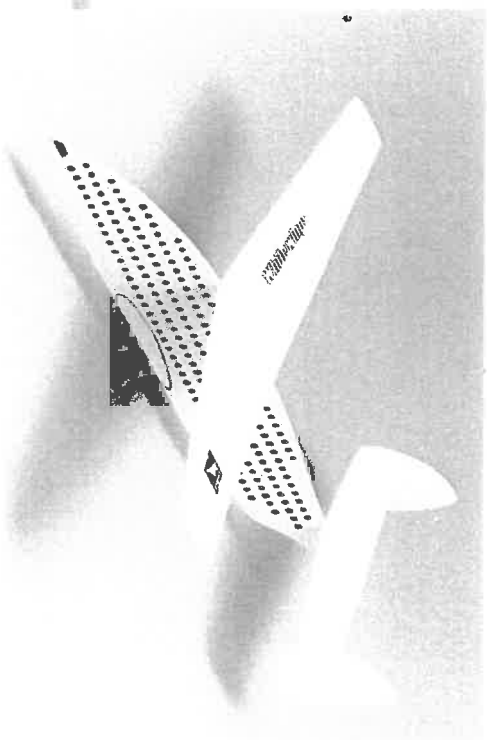
WhiteWings[®]

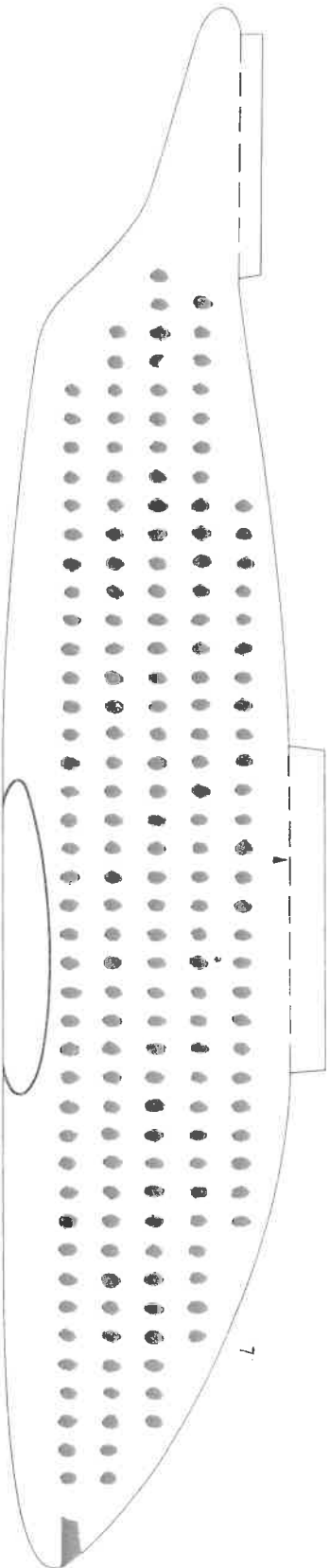
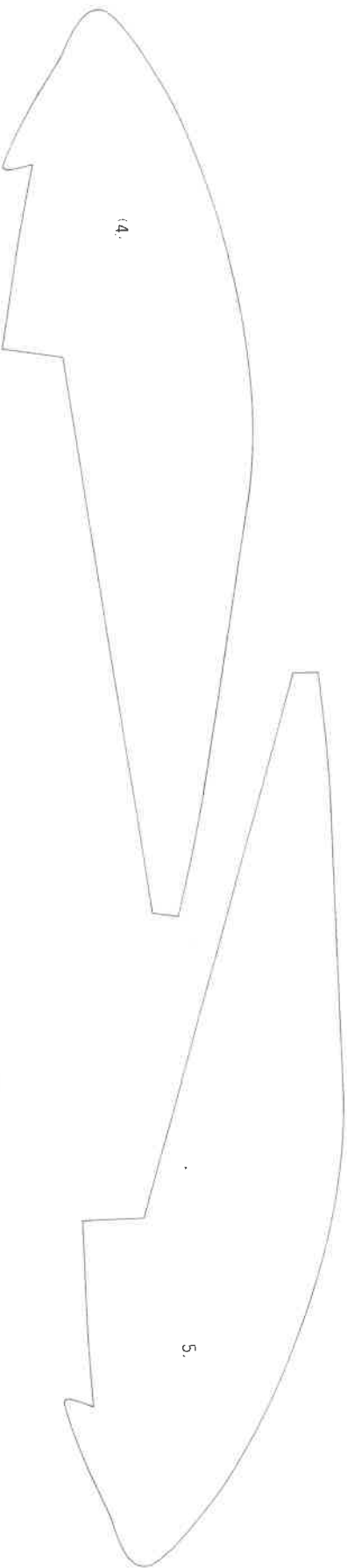
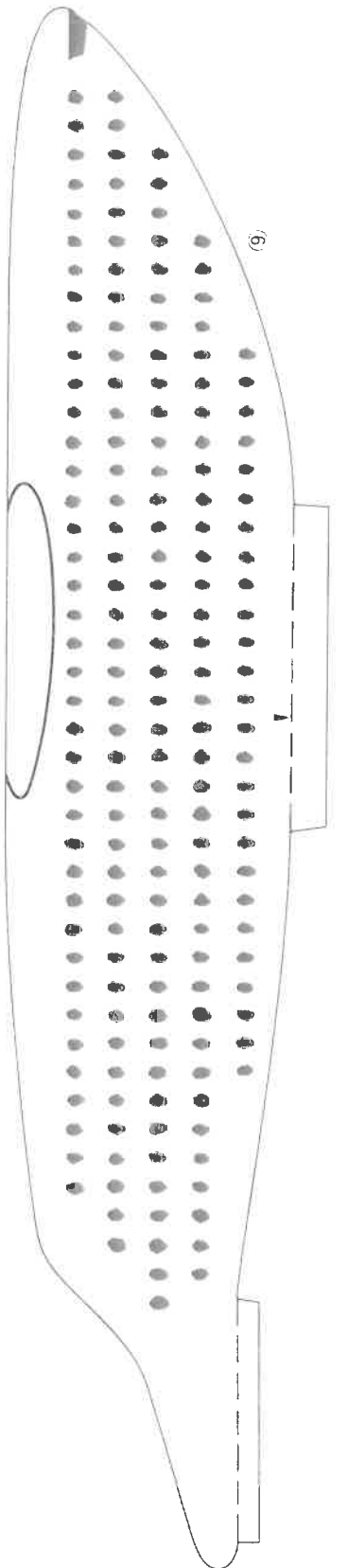
PANORAMA PLANE

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----- Fold with dashed line inside.
↑ Arrows point forward.







White Wings

Arrow points forward.

⑧

Arrow points forward.

⑨

Arrow points forward.

⑬

⑪

Cut along the solid lines
up to the dashed line.

Arrow points
forward.

Cut along the solid lines
up to the dashed line.

⑩

Arrow
points
forward

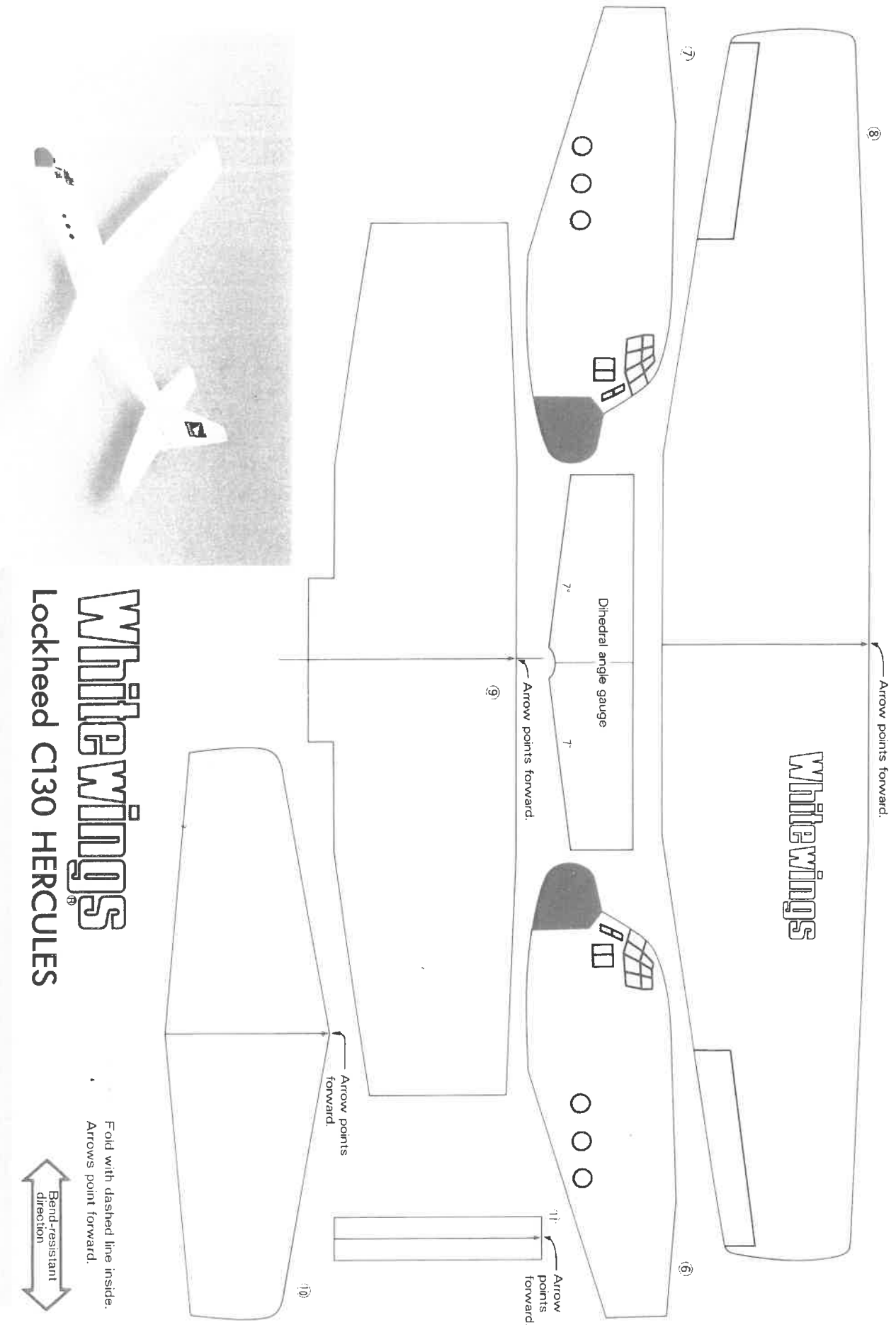
Arrow
points
forward.

⑫

..... Fold with dotted line outside.
- - - - - Fold with dashed line inside.
↑ Arrows point forward

Bend-resistant
direction

White Wings® PANORAMA PLANE

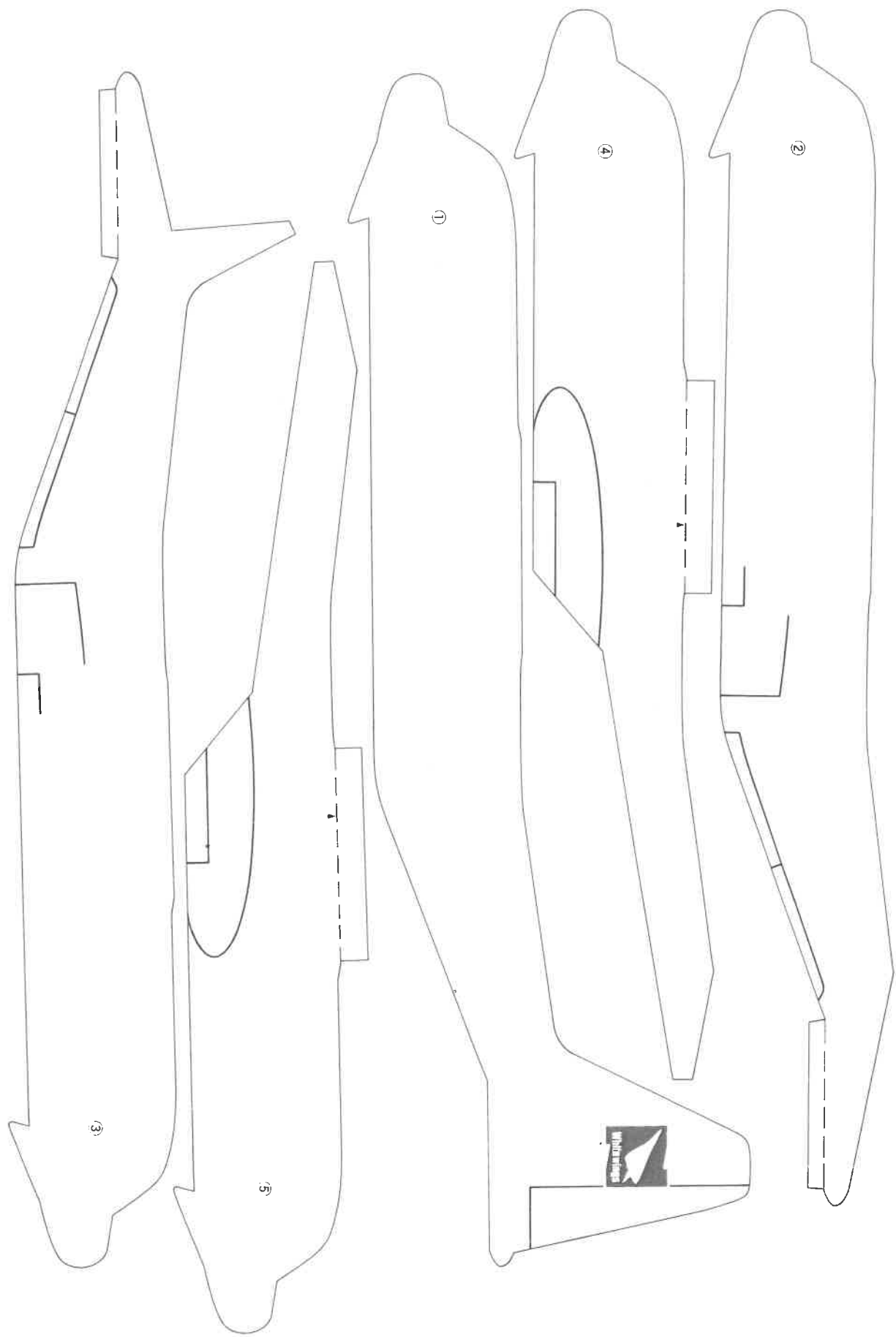


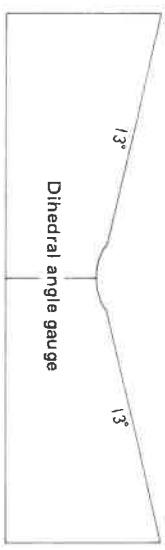
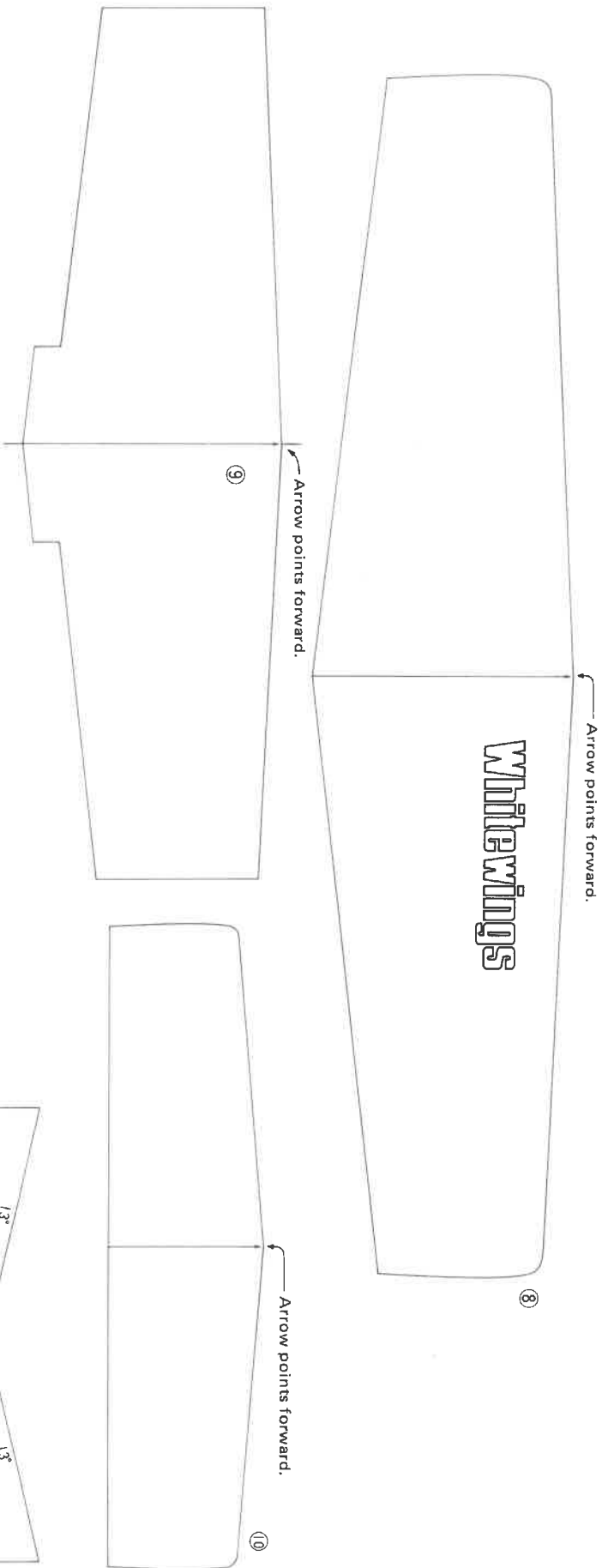
WhiteWings®

Lockheed C130 HERCULES

Fold with dashed line inside.
Arrows point forward.

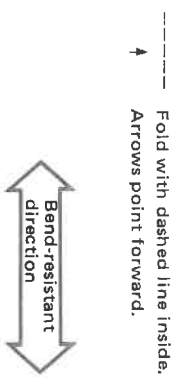
Bend-resistant
direction

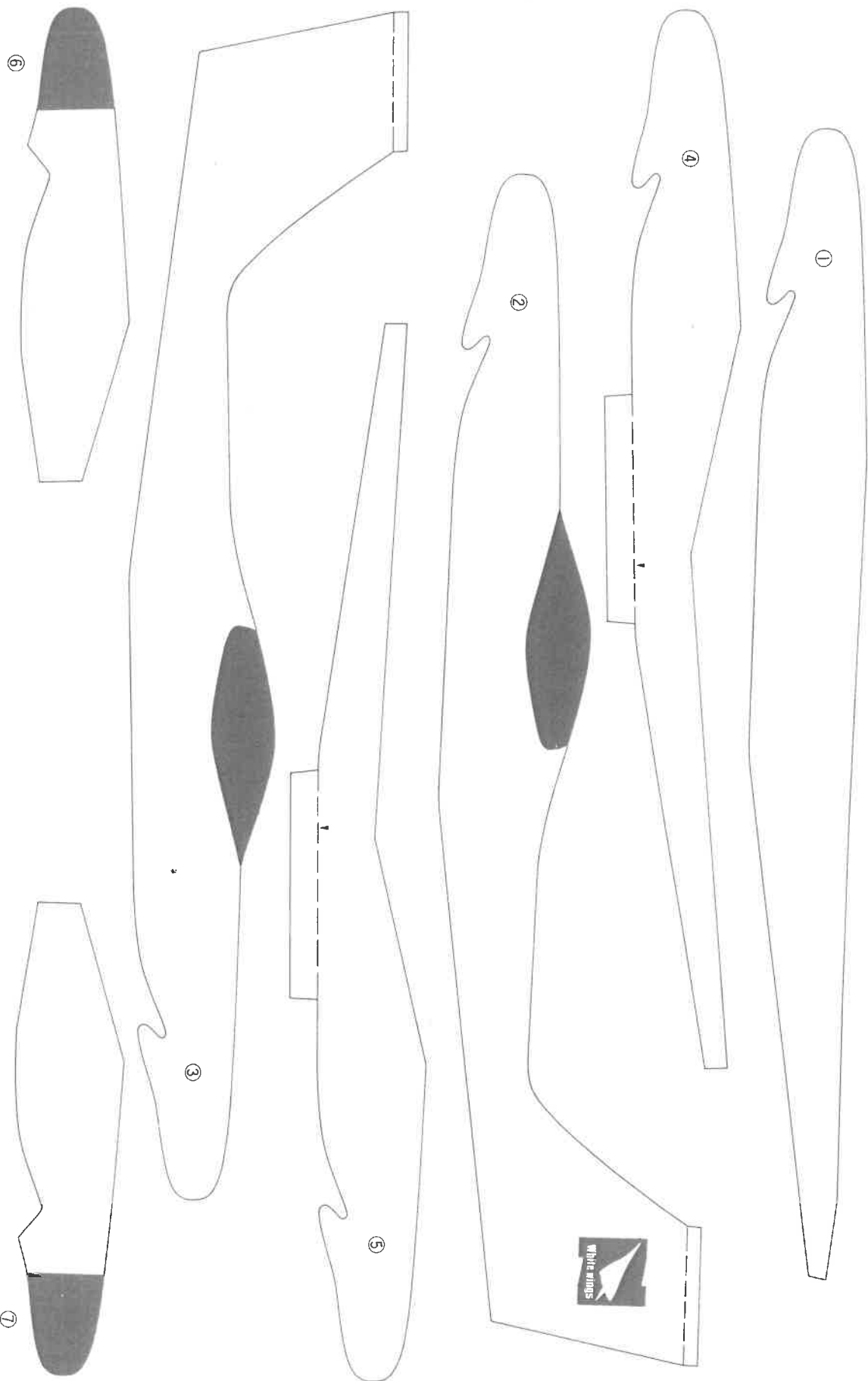


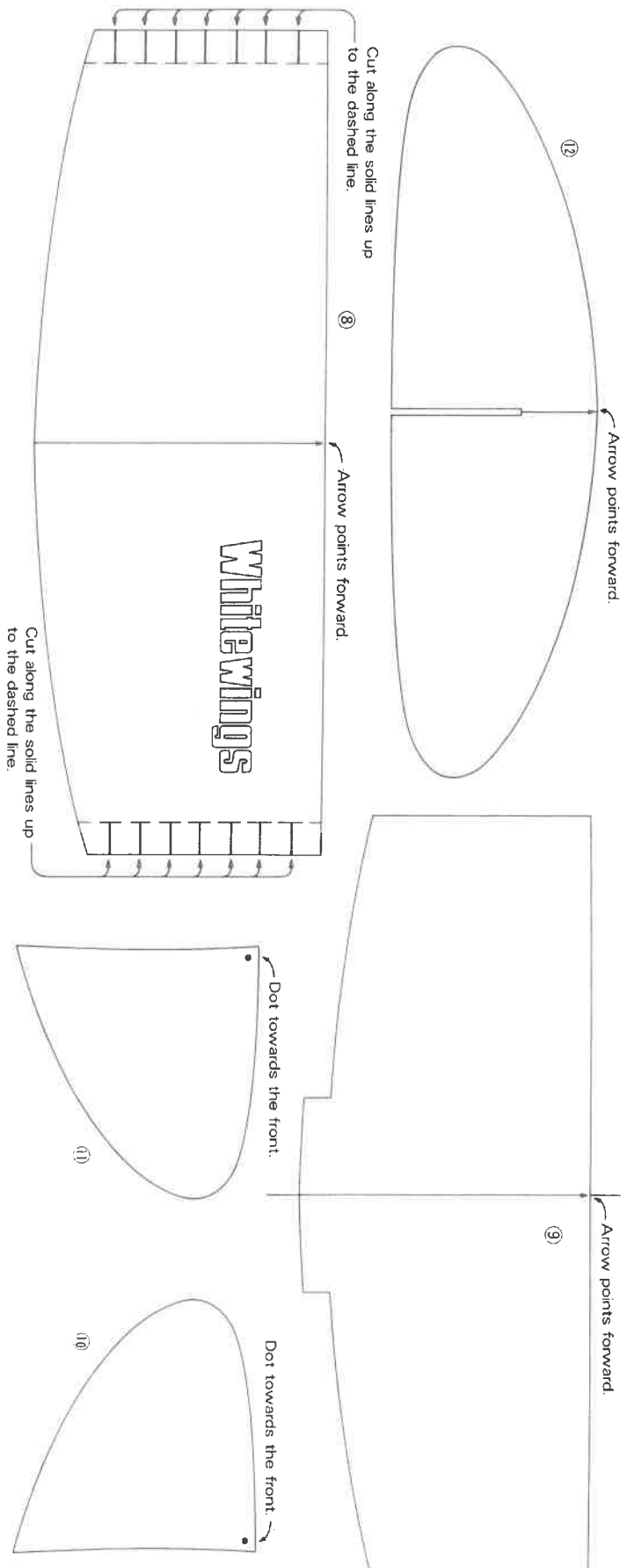


White Wings®

Light Plane 304 THRASHER







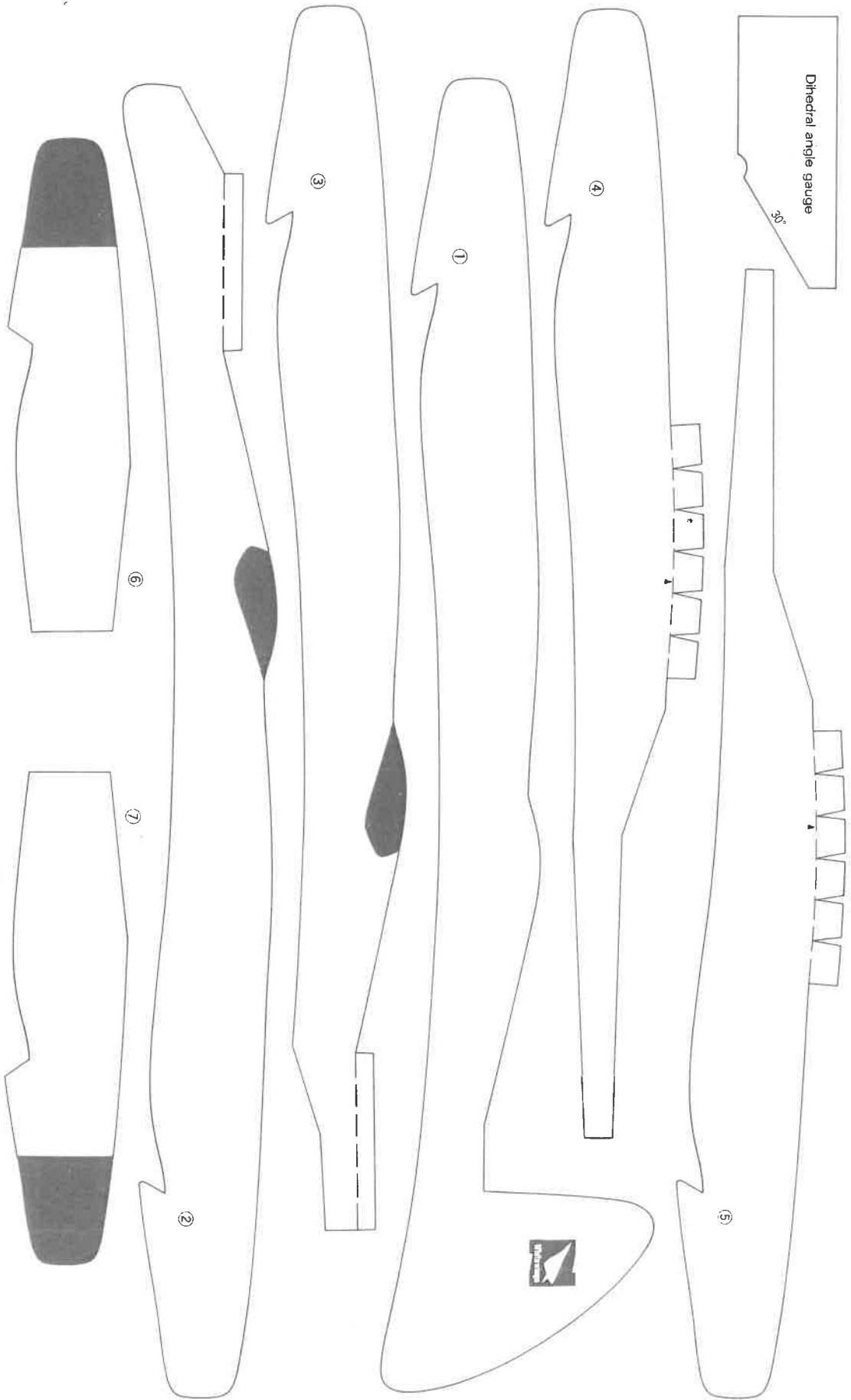
White Wings®

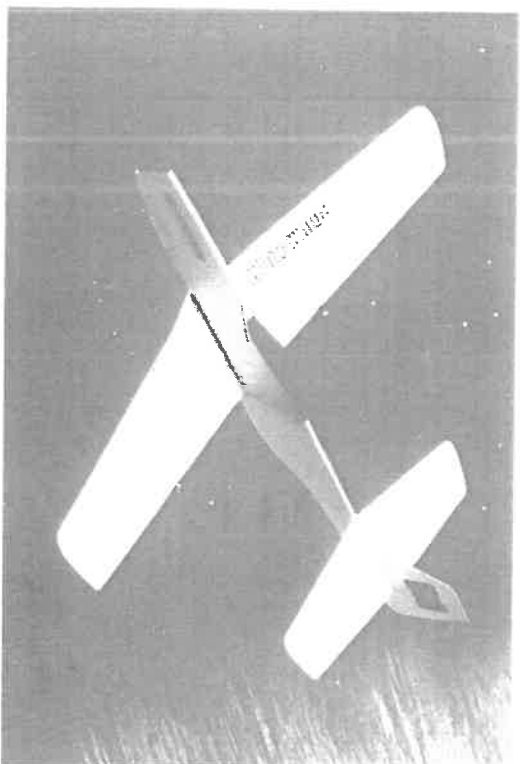
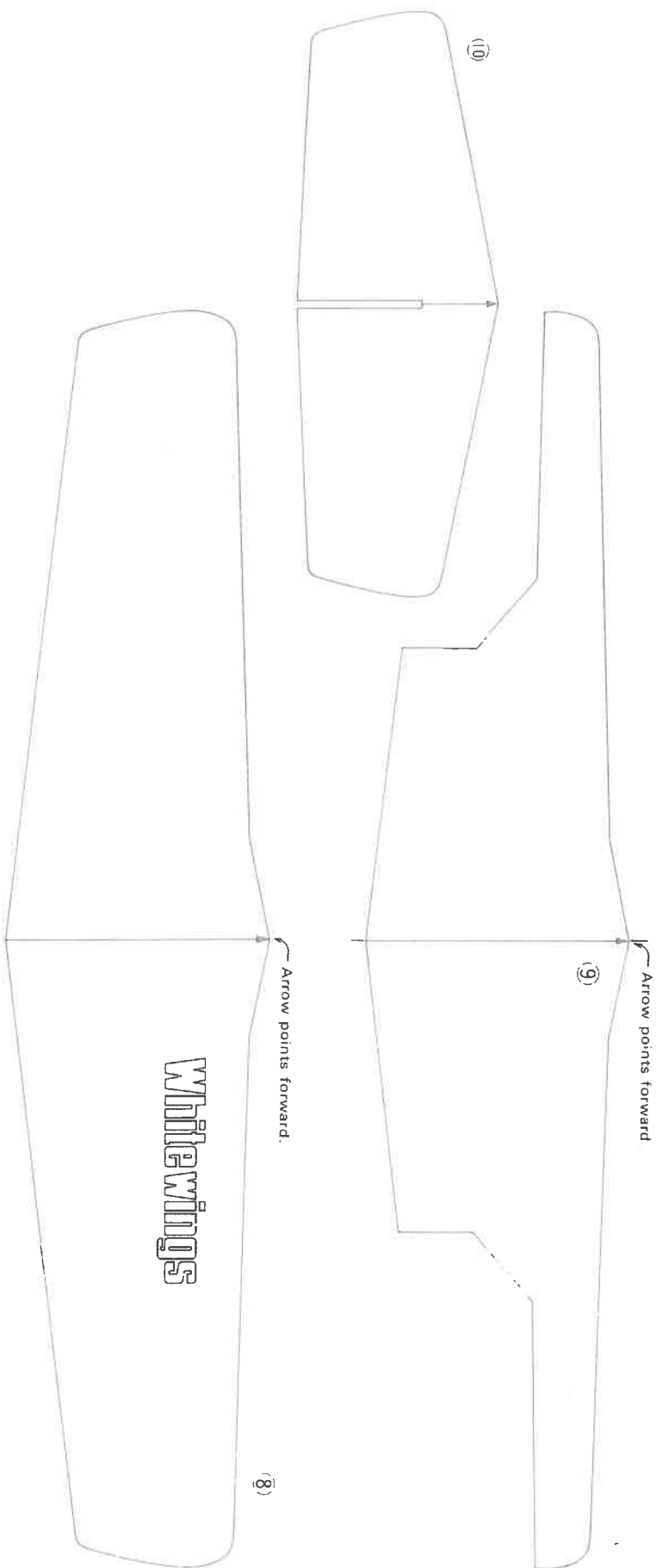
Light Plane 305 WILBUR

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Fold with dashed line inside.
Arrows point forward.







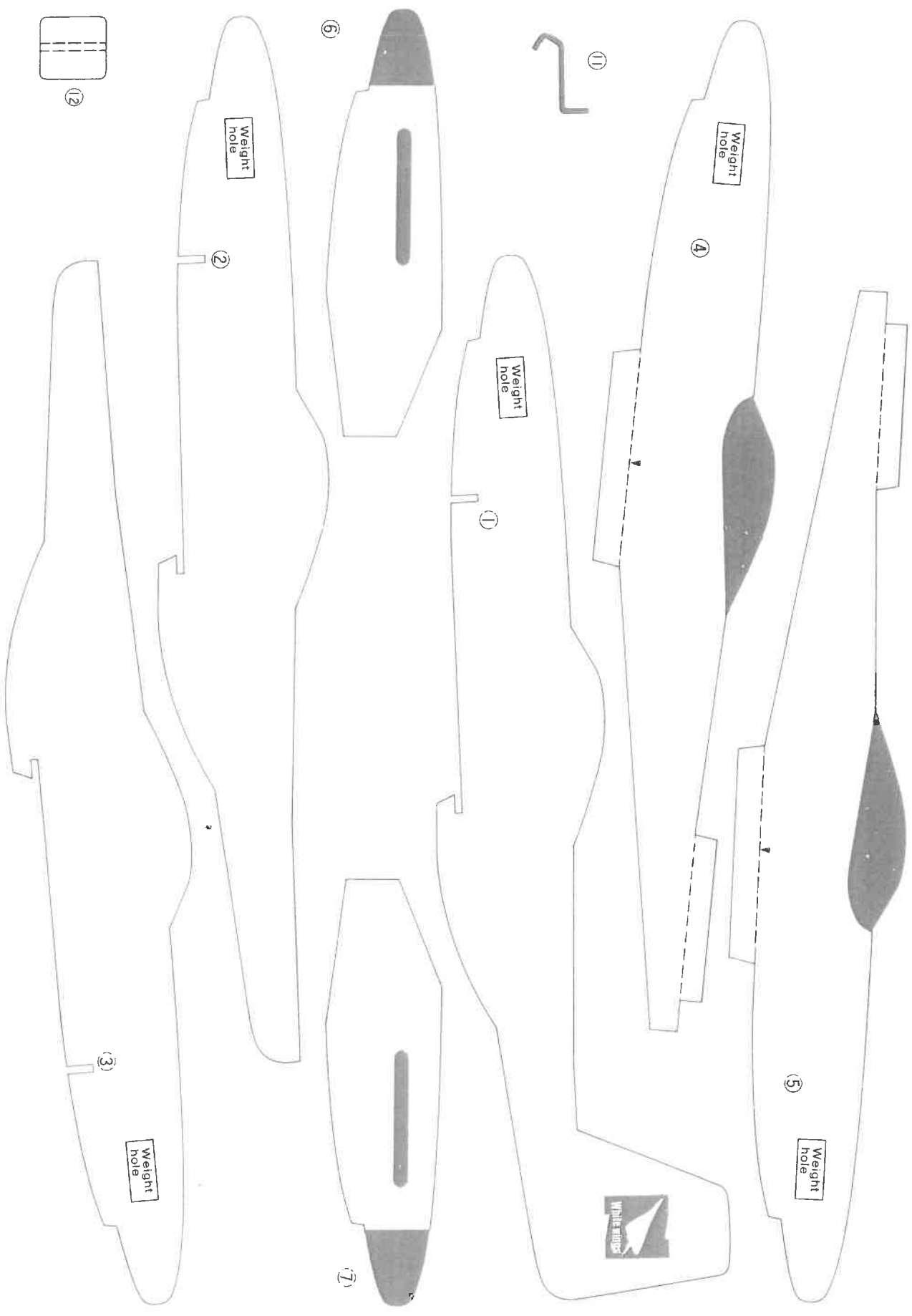
White Wings[®]

P-51D MUSTANG

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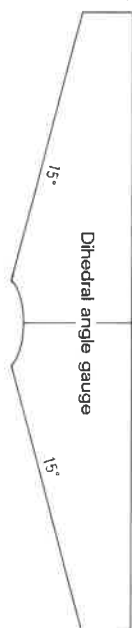
----- Fold with dashed line inside.
 ↓ Arrows point forward.







Make 1/1111
creases
along the
dashed lines.



Then fold up along the dashed line at a 90° angle. ⑦

First cut out the dashed line.

After folding, trim along the solid line.

Arrow points forward.

Arrow points forward.

Arrow points forward.

Fold the tab along this dashed line.

⑤

⑥

④

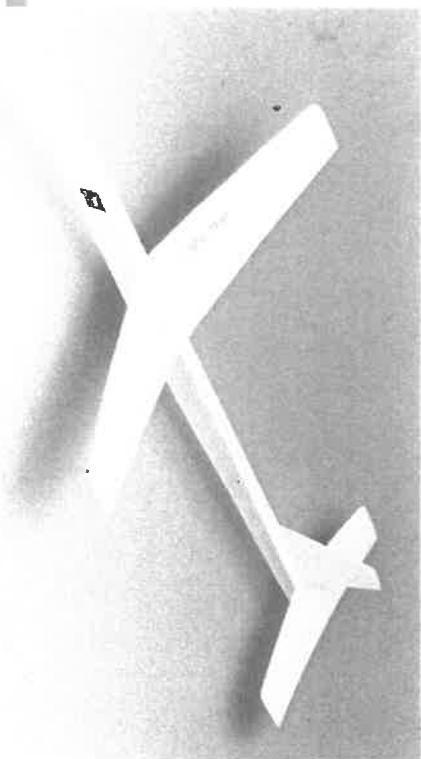
Fold with dashed line inside.
Arrows point forward.



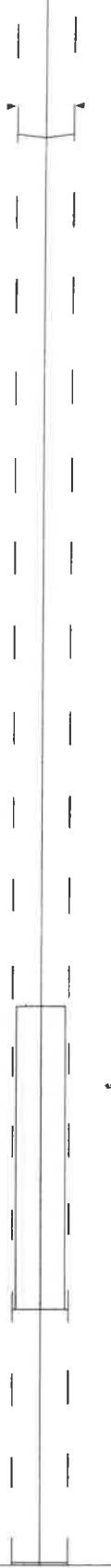
White Wings®

Trilinear 702 RICKENBACKER

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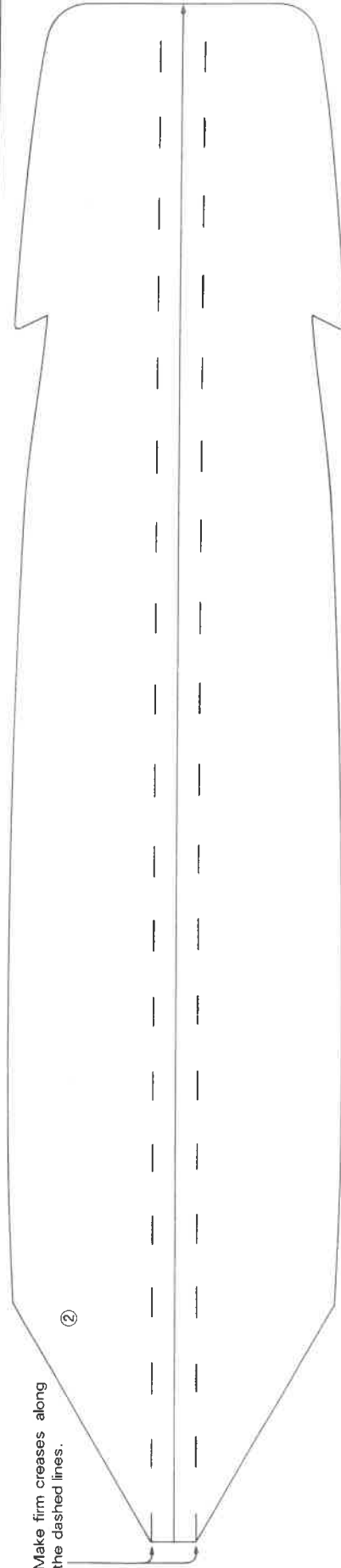


①



②

Make firm creases along the dashed lines.



Outer lines to make the dihedral angle. Arrow points forward.

③

White Wings

